



VOLUME III,
ISSUE XIV

"BECAUSE LIFE IS NOT ALWAYS BLACK AND WHITE..."

GW
GREY WORLDS



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PROPER CHANNELS

some
verbage
from
the publisher

Well, it was inevitable. I had to move closer to work in order to save some money and wear and tear on my car. So, for all my fans, I have included my new address and phone at the end of this column. Please feel free to call or write. This does not mean that I am no longer involved with *Grey Worlds*; I at least still have time to write this column.

Last issue's column really came back to haunt me. Get this. People actually came to our booth at GenCon and started reading the thing to me (and loudly snickering). It was an ice-breaker to a great extent, and I did enjoy the ribbing.

All of you who missed GenCon missed a great time. Of course Monte Cook and Kevin Barrett had to attend superfluous social events and were unable to attend. I had to admit that I thought it was going to be a bummer without them, but seriously, it was their loss. The people were great, the ICE staff was great (special thanks to Deane, Coleman, and Bruce), and the subscribers were all friendly. I met many new faces; some surprising, some scary, but most were friendly.

Grey Worlds will become large enough in the coming years to allow us to publish it as a professional magazine. This has been my goal from the beginning of *Grey Worlds* almost three years ago. However, never to make a decision completely on my own, I have several options to consider and I would like you to help me.

First, *Grey Worlds* is expensive. If we professionally publish the magazine, we will have to include some advertising in order to raise the money necessary for long printing runs. There are many advantages to this added source of income (namely COLOR!). There are some disadvantages as well—namely, less room for juicy material. If you look at the latest issue of *Dragon* or even *White Wolf*, you'll notice that advertisements make up more than 50% of the magazine. *Dragon* hovers in the 80% margin (yuck). But, the price of *Grey Worlds* might actually drop, and our production schedule might increase! I want to know what you think; this is very important.

Lem Richards
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CRITICAL DECISIONS

some
verbage
from
the editor

Another year, another GenCon. This year included a number of exciting events we missed on our previous trips, including a certain *Grey Worlds* publisher (whose name will not be mentioned) locking the keys in the rental car at 9:45 Saturday morning, a certain *Grey Worlds* editor (whose name will not be mentioned) almost *wrecking* the aforementioned rental car in the parking garage, and a certain *Grey Worlds* financial officer (whose name will not be mentioned) almost not getting us and the magazines to the airport in the first place.

But seriously, folks... including the lost luggage and other headaches, we had a great time, and by far our most successful GenCon yet. We even had time to do some gaming this year. Which brings me to the topic I wanted to rant about this month.

I played in a couple of scheduled games this year, and walked around and watched a number of others (both Rolemaster and other systems) in progress. And most of the games seemed to share a number of common problems.

Long Scenarios. Many games were based on excellent, creative ideas, but included scenarios which would take several hours (or even several sessions) to do them justice.

Complex Situations. Several games (especially the longer ones) required an inordinate amount of background and "what-has-gone-before" explanation before getting started. Granted, a game is empty (and often pointless) without this sort of background, but often I saw it take anywhere from *forty-five minutes to an hour simply to explain the situation to the players* and answer all their "why am I here?" questions.

Poor Quality Handouts. The most enjoyable and colorful of pre-generated characters is worse than useless if the players simply can't read the character sheets!

Lack of System Explanation. Many of the scheduled GenCon events are advertised as "novice" or "beginning players welcome". If that's the case, it wouldn't hurt at all to take a few minutes to explain the system to the people who are truly unfamiliar with it, instead of just saying, "Roll the dice when I tell you to."

And which element of the game suffers the most because of all this? The roleplaying, of course. During the most intense and beautifully performed roleplaying session I saw during the entire convention, I actually heard a GM say, "You guys are going to have to shut up now, because you have to do this combat."

Oh, yeah: Many thanks to all the members of the GenCon Storage Room Gaming Society... you know who you are. And just wait until you see next year's game.

Ross Henton

MORE-MASTER

some
verbage
from
the moneyman

One way to assist a player in roleplaying is to have his character's place in the scheme of things made clear. The best way to determine this is how he treats and is treated by those around him. My greatest joy is when my players treat my NPCs as if they were real people. It's when the PCs go out of their way to aid someone or to get even that I know my campaign is real to more than just myself.

The first place to start is with what labels society has placed on the PC. Some things are determined before his first breath is taken. What social class does he belong to? What religion was he raised in? Who are his historic allies and enemies? Give the player an idea how his PC's society will treat him, and how it differs from our own.

After that, who does he know and associate with (you are who you know)? Does he have any dependents? If he goes out and gets himself killed, will someone suffer for it? Who are his peers and what are their opinions of him? Who trained him and why? Who are his enemies and rivals?

When starting out the campaign, don't try for a whole list of names and places. Instead try to form an impression of three or four people from the past of each PC that he will need to deal with during the campaign. All that your player needs is a name, a location, an occupation, some sort of impression of how that NPC will treat him, and what he can do for (or to) him. You can develop the rest during play.

You need to make each NPC unique. It can be a gesture, phrase, way of acting, or even a mental picture of someone real or fictional. Just one good handle to make each one different from the rest. Also remember that each NPC has his own life. Each NPC has his own individual priorities and loyalties, and a PC may choose to ignore this at his own risk.

As the game progresses, the history and personality of the NPCs will grow. Additional NPCs will be added, while others will fade from sight. Considering the amount of work that goes into a campaign, the most important long term thing to keep track of for role-playing purposes is the list of NPC's names (keep writing them down). Everything else will come back to you if you can just remember the names of the NPCs and how they relate to the players.

You can make the world real to your players by making the people around them real. Keep track of the important people they meet. Then bring the NPCs back into play again and again. Always make the PCs accountable for their actions, both good and bad (after all, no good deed goes unpunished). Make your NPCs' opinions important to the PCs, because it is from how the rest of the world regards them that they know where they stand within it.

David Blank

IN OTHER WOR{L}DS

some
verbicide
from
up north

Oh man, do I feel old. I've been enjoying role-playing games for a long time, in fact my main world (the Midgard Realm) has been in continuous existence since 1977—that's 50 game years! Because of the length of this campaign some of my PCs' children are now player characters themselves. In other words, these players are role-playing whole families, rather than individual PCs. Such a gaming climate forced me to develop a method for generating the potential stats of PCs' children. I've refined this system over many years, until it finally pleased me.

The catalyst was reading about the idea of "regression towards the mean." This biological concept is used in estimating the potential IQs of offspring. For example, suppose a woman has an IQ of 150 and her husband (Danny would approve) has an IQ of 110. Their child's potential IQ would *not* average 130 (150 + 110 divided by 2). A regression towards the mean must be factored in; the mean IQ of human populations is about 100. So their child's potential IQ on average would be 120 (150 + 110 + 100 divided by 3). This same concept can be applied to all the stats of a PC child. All that needs to be determined is the arithmetic mean (or average) of characteristics. The lowest possible value is 20, while the highest normally is 100. Averaging these two extremes gets us 60. After much thought and experimentation, I decided that this mean value is too low. A good working factor I've found is "75" — the first stat which grants a bonus (in the core-rules bonus system). After all, the children of player characters will certainly be extra-ordinary members of their race.

Let's look at an example. Adrienne Barbeau has the following potential stats: St-80; Qu-99; Pr-95; Em-90; In-75; Co-66; Ag-90; SD-88; Me-78; Re-73; and AP-93. Her lover (a member of the cultural elite), Cohen the Despoiler of Maidens, has these potential stats: St-100; Qu-90; Pr-75; Em-40; In-80; Co-99; Ag-98; SD-37; Me-62; Re-44; and AP-70. To determine their child's average potential stats, add the parent's stats together with 75 and divide by 3 $\{(x + y + 75)/3\}$. (See the chart on the following page.)

Remember, these stats are merely the average or base values around which all possible scores will cluster. Another chart introduces the random drifting of values away from this base score. Roll percentile dice, consulting the following table for every stat. Numbers listed in the second column below refer to the appropriate column on the Stat Gain Table, section 15.1.2 of *ChL&CaL*, found on page 38 of the second edition rulesbook. The child's base stat is modified by rolling on the designated column of the Stat Gain Table and either adding or subtracting the result to/from the base stat.

GREY AREAS

"To Build An Item (Better)..."

(Author's corrections based on his being taken advantage of and the errors in the system strewn before him with relish.)

1. Cost multipliers should be *added*, and *then* multiplied by the material base/AIF/material bonus multiplier.

2. The Base Multiplier for wood/bone/leather should be changed to 0.2 instead of 0.1. Maximum default is still 0.1.

3. Use the new implantation costs for spell adders and spell multipliers found in RMCIV, section 7.2.

Option: The Intelligence and general cost multipliers found in the same section may be used as well, but only if the GM wants expensive items. GM's should *not* use "Magic Bonuses Based on Item Type" with "To Build An Item...". The author uses a cost multiplier for magic based on the construction cost of a base item. I use a cost multiplier that represents the Alchemist spells needed for imbedding, and it is not related to or dependant on the material cost - that is separate, and the two costs are added together.

4. A proposal: redefining the the Item Power categories. I have tried to make several of the Potent items using the RM regular system as well as "To Build An Item...", and no matter how I try, I cannot construct the items for the cost category they are supposed to be in. Even taking into account practicability, demand, and limits of use, I cannot justify the high "Most Potent" prices I get with the an obviously medium powered item.

I propose that the scale be expanded, and that "Artifacts" should not start until a higher cost has been reached.

POWER LEVEL COST RANGE (GP)

Modest (M)	1 - 1000
Potent (P)	1000 - 10,000
Very Potent (VP)	10,000 - 20,000
Extremely Potent (EP)	20,000 - 30,000
Most Potent (MP)	30,000 - 40,000
Artifact (A)	40,000 - 60,000
Legendary Artifact (LA)	60,000 +

5. In light of the recent revelations, the cost for the magic item in "To Build an Item..." would be different. The material cost multiplier should be: $0.2 ((0.2 + 0.2(AIF) + 0.3(bonus/5) - 0.5(base/5)))$. The item should have cost $((2 + 4.3) \times 0.2) \times 1100 = 1386$ gp. Quite cheap, but leather does not hold up well to elemental abuse.

Randall Kuipers

	Adrienne's Stats	Cohen's Stats	Mean Value	Child's Avg. Potentials
Strength	80	100	75	85
Quickness	99	90	75	88
Presence	95	75	75	82
Empathy	90	40	75	68
Intuition	75	80	75	77
Constitution	66	99	75	80
Agility	90	98	75	88
Self Discipline	88	37	75	67
Memory	78	62	75	72
Reasoning	73	44	75	64
Appearance	93	70	75	79

To summarize, the three steps to arriving at a potential stat are: 1- determine base stat; 2- roll on the Characteristic Base Score Drift Table; and 3- roll on the appropriate column of the Stat Gain Table, adding or subtracting the resulting number to the base value in order to arrive at the actual potential stat for the child.

For example, consider the Strength of the child of Adrienne and Cohen. The base value is 85. To arrive at the actual potential Strength of the child, the Characteristic Base Score Drift Table is consulted. If a "17" is rolled, it means that the base score of 85 will be lowered by the result of a subsequent roll on the "4-5" column of the Stat Gain Table. On the other hand, if a "100" is rolled, it means that the base score of 85 will be raised by the result of a subsequent roll on the "15+" column of the Stat Gain Table.

CHARACTERISTIC BASE SCORE DRIFT TABLE

Die Roll Roll on this column of the Stat Gain Table

01	"15+" (result subtracted from base score)
02 to 03	"12-14" (result subtracted from base score)
04 to 06	"10-11" (result subtracted from base score)
07 to 10	"8-9" (result subtracted from base score)
11 to 15	"6-7" (result subtracted from base score)
16 to 20	"4-5" (result subtracted from base score)
21 to 25	"3" (result subtracted from base score)
26 to 30	"2" (result subtracted from base score)
31 to 35	"1" (result subtracted from base score)
36 to 65	No Change (base score = potential stat)
66 to 70	"1" (result added to base score)
71 to 75	"2" (result added to base score)
76 to 80	"3" (result added to base score)
81 to 85	"4-5" (result added to base score)
86 to 90	"6-7" (result added to base score)
91 to 94	"8-9" (result added to base score)
95 to 97	"10-11" (result added to base score)
98 to 99	"12-14" (result added to base score)
100	"15+" (result added to base score)

Tim Taylor

GREY ANALYSIS

Having received the most recent issue of *Grey Worlds* a few weeks ago, I must say that actually being published is a grand thing. As this is the first time that I have actually seen my name in print, it is definitely a novel experience.

I have finally read the article on Witchcraft (GWXI). Having been exposed to the occult community for several years, been involved in several Wiccan Rites, and professing no small (but neither an immense) knowledge of such things, I can safely say this is unlike any Wiccan Religion I have ever encountered. I offer that either the author or (more likely) the author's sources have confused the (arguably) ancient religion of Wicca with the Christian mythology of the Satanic Witches of the late middle ages and colonial period. The practices delineated in this article are more those of the individuals persecuted during the Salem Witch Hunt. As the name of the Wiccan's (Witch) was confused with Satanic worshipers in the past, it does not surprise me that this accident occurred. However, I do find it surprising (and a little alarming) that this false myth continues to be propagated. I did do a little bit of research, and consulted with a no longer practicing Wiccan. What I discovered was references to Gerald Gardner's alleged creation (or revision) of the "old" Wiccan tradition. However, I saw nothing to indicate the demonic ties indicated in the article, nor in the representation of the Warlock as the near-divine head of the Coven. Indeed, I discovered information quite to the contrary.

A question for Grey Analysis: How many people out there feel that there is something just a little wrong with the *Rolemaster* money system? What I'm referring to is the disproportionate cost of certain things. For instance, a low steel broadsword costs 5gp. A few simple calculations show that this same amount will provide 3 heavy meals a day and good lodging in a city for well over a year. And then you look at the cost of armor or even (shiver) magic items and you see that the problem worsens. I understand that this money system was put together to reflect a feudal society, where necessities are relatively inexpensive, but luxuries and weapons are immensely expensive; however, I wonder if this sort of thing has a place in a fantasy setting. When a relatively low level adventurer, who has been fairly lucky and acquired a suit of steel plate armor, can sell that armor, rent a townhouse, hire servants, and live like a minor noble for the rest of his life (longer if he invests wisely), I say that there is a problem. What do the rest of you think?

David Mullin
Fair Oaks, CA

concerning issue 13 are concerned with the articles and spell list on the subject of luck, karma, fate, or whatever. I think Lem [Richards] said it all in Grey Analysis (GW#6) with the observation that "...*Rolemaster* already has a great deal of luck incorporated into the system; it is called the Open-Ended Roll," and "I feel that luck on demand is contradictory."

My sentiments exactly, so no more Fate articles, please!

Stuart Butterfield
Yorkshire, England



PANDORA'S BOX



Olde Tyme Item Shoppe

Mayk Eyetum, Prop.

Choice Items For The
Discerning Adventurer

Pfffffffhhh, the dust cloud flies as the shopkeeper blows years of accumulation off of the incredibly ancient book, "Here we are", he says, as he hands you the first book from the shelf. Reading the title, you quickly come to the conclusion that you need not know anymore about the cause and cure of scurvy. Tired of these games, you ask to see the 'special' collection. Being just the words he was waiting for, Mayk's eyes take an evil gleam. Rubbing his hands together he leads you to the last shelf, all the while extolling the virtues of questing for knowledge, and his books' central role in that pursuit...

Note: Due to the highly variable nature of campaign worlds, the costs have been omitted. You're on your own.

Haphazard Incantations: Bound in old, cracked leather, this volume contains the mad scrawlings of an unknown mage. When invoked, one random spell (profession and level) is cast, with duration, target, radius, and range random within ordinary spell parameters. The book does not supply power points for said castings. If an invoking character does not possess the required PPs, no benefits or penalties are gained. The book measures 8" x 12" and contains approximately 500 pages. Weight 10 lbs.

Masterminds: Exercise of Thought (volumes I-VI): A six-volume series devoted to the heightening of mental powers. Volumes are as follows; 1. Self Discipline, 2. Memory, 3. Reasoning, 4. Presence, 5. Intuition, and 6. Empathy. Each book contains detailed training and exercise procedures designed to increase statistic potential by 10% (i.e., a potential statistic of 100 could be increased to 110). The statistic increase is applied to potential only. Each book of a type may only be used once per character. These volumes are of a non-magical nature. Bound in elephant skin with ivory caps. 300 pages per volume. Measurements are 9" x 13". Weight 6 lbs.

Book of Storing: A somewhat small, black leather book greatly prized by many a spell user. This book allows a spell user to store up to 20 spells indefinitely. Once stored, these spells may be cast in whatever order desired by caster. The use of this book does not preclude the requirements of PPs and the *Spell Store* spell. The spells so stored fall outside ordinary spellcasting rules (i.e., spells may be cast normally, even though caster has additional spells stored). Once used, the desired spells must be restored via the *Spell Store* spell. 20 pages. Measurements are 5" x 8". Weight 2 lbs.

Index of Strategic and Tactical Knowledge: A large iron-bound tome, dedicated to detailed strategic and tactical wisdom. The careful study of this book bestows a +25 bonus to the skills of Military Organization, Siege Engineering, Tactics, and Leadership. The book is non-magical. 1000 pages. Measurements are 15" x 20". Weight 30 lbs.

Everchanger: This book represents one of the very few artifact lexicons. Bound in red scaled demon skin, this large book holds within its pages the ability to "bestow" any single spell list (in its entirety) upon any character capable of mastering it in a will-vs.-will contest. Only one spell list per character may be thus gained. The content of the spell list is random, GM option, or character option (based upon degree of will-vs.-will success?). Knowledge of the spell list is immediate and complete. If the character fails in the battle of wills, he is placed under the compulsion to research and create a new spell list (no other actions are possible until the task is complete, excluding survival needs), and then teaching it to the book. Strangely, the page count always differs. Statistics are: SD-105, RE-105, PR-105, IN-105, EM-105, Will-200. The book measures 16" x 20". Weight 10 lbs.

Enigma's Atlas: This incredibly useful book records all travel information, landmarks, time required, and terrain, in the form of a map and notes. Only rudimentary mapping skills are needed to understand the recorded information. The Atlas is capable of storing up to 100 miles of detailed descriptions before becoming "full". The atlas may only record on a continuous basis. Once stopped, the information is retained until the user "erases" the atlas (at which point the book is receptive for more recordings). This equates to a +200 bonus to the Mapping and Surveying skill (of recorded area only). 200 pages. Measurements are 8" x 12". Weight 4 lbs.

Joseph B. Daugherty

EXTENDED LIST DEVELOPMENT

The Extended Spell List Development table allows players to quickly determine the relative costs of developing spells. The table is more than a convenience; it assembles all list types, old and new, cross-referencing them with spell user type. With some costs, it was necessary to slightly adjust the individual cost, in order to gain a more harmonious whole.

EXTENDED LIST DEVELOPMENT TABLE						
LIST	PORTION	SPELL USER TYPE				
TYPE	TYPE	PURE	ARCH	HYBRID	SEMI	NON
Base	A	—	—	—	4/*	1x
	B	1/*	2/*	1/*	—	—
	C	—	—	—	4/*	2x
	D	1/*	2/*	1/*	4/*	—
	E	1/*	2/*	1/*	4/*	—
Open, same realm	A	—	—	—	4/*	1x
	B	1/*	2/*	1/*	—	—
	C	—	—	—	4/*	2x
	D	1/*	2/*	3/*	10	—
	E	2/*	4/*	10	20	—
Closed, same realm	A	—	—	1/*	8/*	2x
	B	1/*	2/*	3/*	10	—
	C	—	—	1/*	8/*	2x
	D	1/*	2/*	4/*	30	—
	E	3/*	6/*	20	—	—
Base, not own, same realm	A	3/*	6/*	4/*	20	—
	B	—	—	—	—	—
	C	4/*	8/*	5/*	—	—
	D	10	20	20	—	—
	E	20	40	—	—	—
Open, different realm	A	4/*	—	5/*	—	—
	B	—	—	—	—	—
	C	15	—	20	—	—
	D	30	—	30	—	—
	E	—	—	—	—	—
Closed, different realm	A	10	—	10	20	—
	B	30	—	30	—	—
	C	—	—	—	—	—
	D	—	—	—	—	—
	E	—	—	—	—	—
Base, different realm	A	30	—	30	—	—
	B	—	—	—	—	—
	C	—	—	—	—	—
	D	—	—	—	—	—
	E	—	—	—	—	—
Arcane	A	2/*	—	2/*	20/*	4x
	B	—	2/*	—	—	—
	C	2/*	—	2/*	20/*	4x
	D	4/*	2/*	2/*	20/*	5x
	E	3/*	2/*	2/*	8/*	—
Prosaic	A	—	—	—	.5x	.5x
	B	.5x	.5x	.5x	—	—
	C	—	—	—	.5x	1x
	D	.5x	.5x	.5x	.5x	2x
	E	.5x	.5x	.5x	.5x	3x

Joseph B. Daugherty

NEW RM SKILLS

Library Science (Me/Re) Bonus for using, maintaining, and interpreting the cataloguing system used for a given library. Each method of cataloguing must be developed separately. Also may allow bonuses to Research skill rolls when conducting research in a library. Library Science is considered an Academic skill for level bonus purposes. *Skill DP Cost:* As Demon/Devil Lore.

Ross Henton

Religious Conversion (Pr/In) This Social Skill is used when attempting to "convert" a listener into embracing your religious views. Religious conversion is a slow process, taking anywhere from hours to days. The difficulty of the Conversion Static Action is determined by the target's present religion (a Christian converting a minor heretic might only be an Easy Conversion Static Action, while trying to convert a Moslem would be Sheer Folly). Success means that the target must make a Faith roll in order to resist Conversion. *Skill DP Cost:* As Body Damage Stabilization (except for Delvers, Lay Healers, and Rangers, whose cost is 2/6).

Faith (In/SD) Faith is a General Skill that is used to overcome the effects of a Conversion attempt. Faith is the measure of the strength of your belief in your religion. When a successful Conversion roll is made, the target must make a Faith roll (the difficulty is determined by the GM depending on the nature of the Conversion). A successful Faith roll negates the Conversion attempt. *Skill DP Cost:* 1/3 for Channeling spell users, 1/5 for Hybrid (Channeling) spell casters, and 2/6 for all other classes.

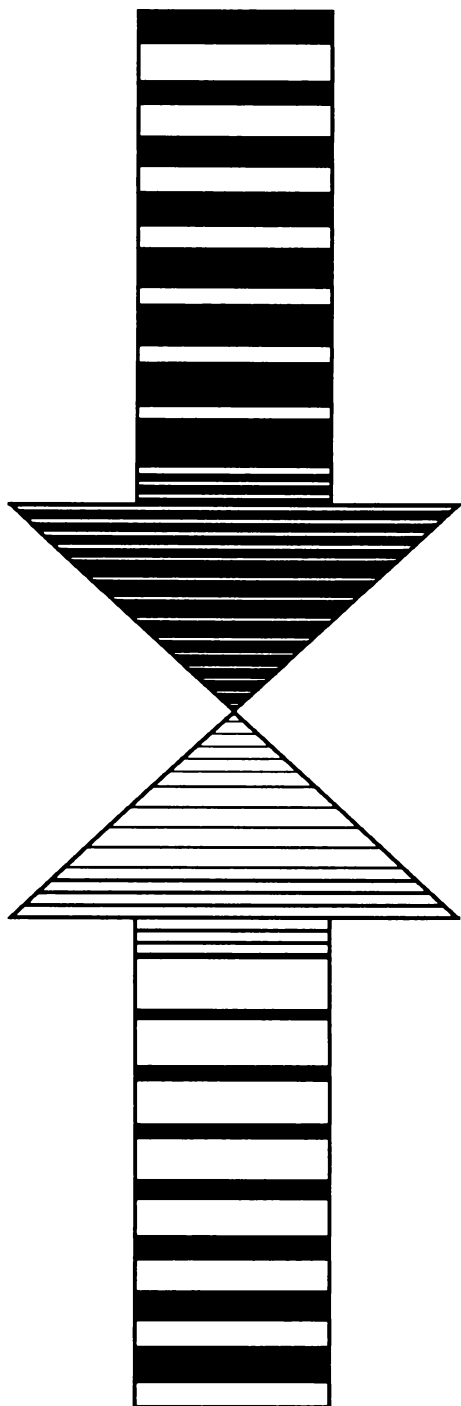
Tim Taylor

Undead Lore (Me/Re) Bonus for recognizing and identifying the major powers and abilities of the Undead and things pertaining to them (such as land, items, etc.). Undead Lore is an Academic skill. *Skill DP Cost:* Cleric or Necromancer: 1/2; Paladin or Macabre: 1/3; Scholar, Shaman, Warlock, or Witch: 1/4; All other Pure and Hybrid spell users: 2/5; All other Semi and Non-spell users: 3/6.

Scott Stansfield



RELATIVE INITIATIVE



Let's extend the idea of initiative and the ability to kill in combat a bit. Initiative tends to be absolute, with your enemy lopping off handy body parts right before you attack. Now, with relative initiative, you can kill him *after* he kills you (isn't Rolemaster wonderful?). This is based on the observation that most actions, especially in a combat situation, take place nearly simultaneously.

The root of the problem is the assumed definition of "initiative". As commonly accepted, whoever wins the roll gets to go first. But look at what that really means. A character who starts an action first has no guarantee of ever completing that action. What people mean by initiative is that the best roll completes his or her action first. It doesn't matter whose activity begins first—what matters is who achieves results first. Keeping that in mind, it is much easier to envision an initiative system where people can complete only part of their action or resolve part of their attack.

This chart is based on an initiative difference of 20 or less. Any difference more than twenty means that the high roll has completely beat his opponent, catching him before he could effectively complete anything. If the initiative difference is 20 or less, then use the chart to find the percentage action completed. If the action was a static or moving maneuver, the percentage is the distance covered or the amount completed. If the action is an attack, the percentage is the percent of the OB used in resolving the attack. This attack would take place even if the person hit suffers a rather serious wound, like a spear through the chest. They were already in motion, and momentum would complete the action. Penalties received from the immediately prior attack would not affect the attack. Obviously, if the weapon arm is sheared off, there would be no attack. Likewise, an interrupted spell is gone (assuming, of course, that the GM believes that a spell is nothing until it goes off, and that the time it takes to "go off" is negligible). Be Sensible.

Randall G. Kuipers

INITIATIVE MODIFIERS

Spell	+30
Missile	+20
Movement	+10
Melee	+0

The Initiative Modifiers exist to reflect the action sequence set up in the core rules, but still allow for random determination of initiative.

I use a D100 (open-ended) + Qu Bonus + action bonus = Total Initiative Roll. These activity modifiers also allow you to use this same 20 point spread rather than having to develop different charts for each activity. Ties in initiative determination are resolved simultaneously, with each opponent having 100% action.

INITIATIVE CHART

Margin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Completed	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0

RANDOM EVENTS TABLE

The following table is an elaboration of the Random Events Chart found in *Character Law & Campaign Law*, page 132. It includes more varied and specific entries than its predecessor. Unlike an encounter table, the table provides for general trends, influences or events that affect an area. This table should be used no more than once per month and perhaps only once per six months or yearly, as the GM deems appropriate. Certain effects will be dependent on the terrain and season, and should be altered by the game master where needed.

01-30	Life proceeds as normal.
31-32	Public celebration, festival, or holiday.
33-34	Popular trade item enters the region.
35	New philosophy or religious belief infuses from a nearby area.
36-38	Minor taxes imposed on a certain import/export item or produce.
39	Minor taxes imposed on every household.
40-41	Public unrest or demonstration.
42-43	Minor drought affects crop production; prices increase 5% to 20%.
44-48	Fire breaks out in public area or building.
49-50	Minor to heavy flooding in low lying areas due to 2-12 days of heavy rainfall.
51-52	Public trial, imprisonment and/or execution of a popular local hero.
53-54	Severe winter cold snap or severe heat wave strikes area for 1 to 3 weeks.
55	Major invention or discovery affects culture in some aspect (scientific, cultural, political, etc.).
56	Traitorous activities or spy ring uncovered trying to undermine a local institution.
57-58	Migration of populace into or out of region (political, military or economic refugees).
59-60	Excavation uncovers an underground ruin (dungeon complex) of ancient origin.
61	Appearance of a "holy" relic causes influx of pilgrims to the site.
62-63	Blight or pestilence affects crop yield; causes food shortages and higher costs (25% to 50% increase).
64-66	Mysterious crime wave affects a region (idiosyncratic thefts, arson, or bizarre ritualistic murders are possibilities).
67-68	Tornado (inland) or hurricane (coastal) damages homes and fields.
69	Fanatics/zealots enter area to conduct inquisitions (ethnic or religious "cleansing" of the populace).
70	Kidnapping or assassination attempt of an important political or social figure.
71-73	Charges of government scandal become public (bribery, sex scandal, corruption, etc.).
74-75	Attack on outlying area by a singular or unique monster.
76-77	Minor skirmish or raid versus a non-allied military force.
78	New lands are discovered overseas and colonization is encouraged.
79	Major new taxes are imposed by a greedy and corrupt ruling body. Widespread civil unrest and rioting.
80	Gold Rush! Valuable mineral deposits located on unclaimed territories. Possible currency devaluation.
81-82	A dry spell results in brush and forest fires over hundreds of acres. Villages and towns threatened.
83-84	Escaped lunatics or roving bandits terrorize populace.
85	Astronomical event (such as an eclipse or comet) causes panic, suicides.
86-87	Important tournament/joust is held, establishing local heroes/champions.
88	Tsunami (huge tidal wave) deluges coastal areas, damaging port cities and disrupting trade.
89-90	Powerful spell-user and his underlings move into town; conflict with local guilds ensues.
91-92	Severe economic depression sets in; merchants lose business, poverty and hardship are commonplace.
93-94	Consumption of "ergotized" bread causes localized hallucinations and madness among the population.
95	Revolt or rebellion by one faction of armed forces or city guard.
96-110	Freakish weather condition such as ice falls, a rain of frogs, fish, or stones.
111-120	Meteor strikes outside an urban area; causes panic and doomsaying in addition to moderate damage.
121-130	Epidemic or plague hits heavily populated area (affects people/animals).
131-140	Earthquake causes major structural damage to urban sites.
141-150	Attempted coup to overthrow established governing body.
151-160	Invasion by hostile forces either by land, sea, or air. Possible siege of fortified areas.
161-165	Appearance of a powerful demigod produces a fanatical new religious movement.
166-175	Civil war breaks out.
176-180	Distortion of reality causes ripples in time/space continuum (appearance of creatures from future or past).
181-190	Massive volcanic eruption spews lava, super-heated mud, and ash all over the surrounding area (possible climactic changes, too).
191-200	Fluctuations in Essance Flows negate magic items and severely restrict spell use.
201+	Extra-dimensional rift allows bizarre alien life-forms to appear in the area.

Druidism and the Druidic Office

The Druids officiate at the worship of the gods, regulate public and private sacrifices, and give rulings on all religious questions. Large numbers of young men flock to them for instruction, and they are held in great honour by the people. They act as judges in practically all disputes, whether between tribes or between individuals; when any crime is committed or a murder takes place, or a dispute arises about an inheritance or a boundary, it is they who adjudicate the matter and appoint the compensation to be paid and received by the parties concerned. Any individual or tribe failing to accept their award is banned from taking part in sacrifice: the heaviest punishment that can be inflicted upon a Gaul. Those who are laid under such a ban are regarded as impious criminals. Everyone shuns them and avoids going near or speaking to them, for fear of taking some harm by contact with what is unclean; if they appear as plaintiffs, justice is denied them, and they are excluded

from a share in any honour. All the druids are under one head, whom they hold in the highest respect. On his death, if any one of the rest is of outstanding merit, he succeeds to the vacant place; if several have equal claims, the druids usually decide the election by voting, though sometimes they actually fight it out. On a fixed date in each year they hold a session in a consecrated spot in the country of the Carnutes, which is supposed to be the centre of Gaul. Those who are involved in disputes assemble here from all parts, and accept the druids' judgments and awards. The druidic doctrine is believed to have been found existing in Britain and thence imported into Gaul; even today those who want to make a profound study of it generally go to Britain for the purpose.

The Druids are exempt from military service and do not pay taxes like other citizens. these important privileges are naturally attractive: many present themselves of their own accord to become students of druidism, and others are sent by their parents or relatives. It is said that these pupils have to memorize a great number of verses so many that some spend twenty years at their studies. The Druids believe that their religion forbids them to commit their teachings to writing, although for most other purposes, such as public and private accounts, the Gauls use the Greek alphabet. But imagine that this rule was originally established for other reasons—because they did not want their doctrine to become public property, and in order to prevent their pupils from relying on the written word and neglecting to train their memories; for it is usually found that when people have the help of texts, they are less diligent in learning by heart, and let their memories rust. A lesson which they take particular pains to inculcate is that the soul does not perish, but after death passes from one body to another; they think that this is the best incentive to bravery, because it teaches men to disregard the terrors of death. They also hold long discussions about the heavenly bodies and their movements, the size of the universe and of the earth, the physical constitution of the world, and the powers and properties of the gods; and they instruct the young men in all these subjects.



—Julius Caesar, *De Bello Gallico*, Book VI: 13 and 14

INTRODUCTION

The popular belief that Druidism is a religion and nothing more is entirely erroneous. Druidism, when flourishing, is invariably the source from which radiates the whole system of organized secular and ecclesiastical knowledge and practice. The Order constitutes its own church and government; its courts of law, its colleges of healers and surgeons, its magistracy and clergy. The members of the Order are its statesmen, legislators, priests, physicians, lawyers, teachers, and bards.

The common view of Druids as nothing more than slightly more "civilized" animists is truly a narrow one. Druids are usually men of culture, well-educated, equitable and impartial in the administration of justice, responsible for "the joint memory of the ancients, the transmission from one ear to the other, the chanting of the poets." These revered leaders of thought and instruction hold lofty beliefs as to the nature of the gods and the reincarnation of the spirit.

SECULAR MATTERS

It requires many years to master the complete circle of Druidic knowledge. Natural philosophy, astronomy, mathematics, geometry, medicine, jurisprudence, poetry, and oratory are all taught in the Druid's College (most especially the ways of nature and astronomy). Although literate, the ecclesiastical knowledge relies absolutely on oral record. Druidism, consequently, bears some of the trappings of a "secret society". This mystery fuels their energy, and gives them the means of gaining and retaining power. Their moral disapproval, their ability and permission to excommunicate, all help maintain secular power that most governments will find an intolerable threat. Druidism, when it blooms, is almost inevitable the "state religion". Although the Order will not sanction the assumption of the actual title of ruler, a Druid always sits at the right hand of the king, serving as advisor in matters both judicial and military, even down to the actual hours battles may be fought. The Order is responsible for selecting the most fitting member of the Royal family to succeed the king upon his death. In fact, the secular power of the order is so extreme that it is often forbidden for any but a member of the royal family to speak before a Druid has spoken.

Not only the supreme ruler, but every other member of the land's royalty has his druid and bard attached to his court. This Druidic Chaplain (not usually a member of the actual Druidic clergy, but most commonly a bard) has charge of the children of the house, and other pupils from the surrounding area as well. He teaches and lectures on all appropriate occasions, usually outdoors. He is often assisted by a number of druids of lesser standing.

Druidic physicians are skilled in the treatment of the sick. The chief care of the physicians is to prevent rather than cure disease. Their formula for bodily health is cheerfulness, temperance, and exercise. The legendary physical power of the Druids is testimony to the strict laws of hygiene they enforce.

In most Druidic orders, the number of actual Priests (the members who are of the actual Druid class defined in *RMCI*) is regulated in proportion to the population, and none can be a candidate for the priesthood who cannot prove his descent from the appropriate class or racial background approved by the Druidic Council. Genealogies, therefore, are guarded with the greatest care. This barrier to admission has the effect of closing the Order almost completely to all but the aristocracy, making the Order actually a "Royal Priesthood". Degrees are conferred after three, six, and nine years of training. The highest degree, that of Pencerdd or Athro (Doctor of Learning), is conferred after a minimum of nine years.

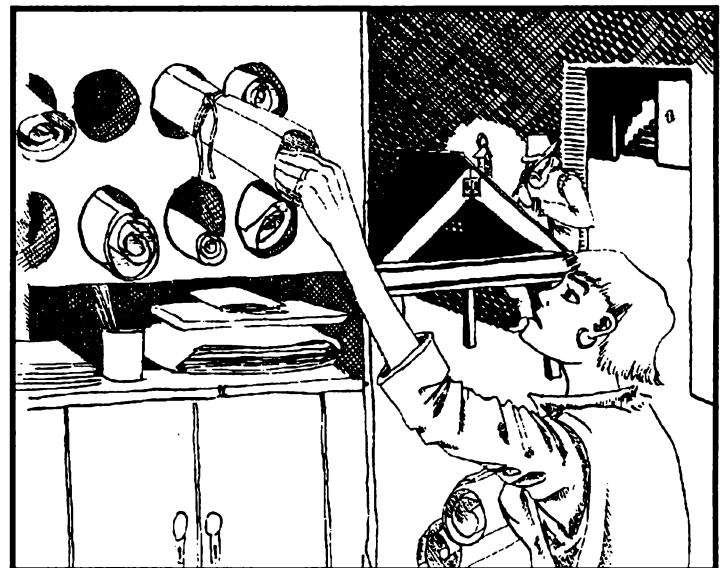
ECCLESIASTICAL MATTERS

Most believe that the Druidical Priests are nothing more than Animists under another name; that like Animists they give homage directly to rivers, mountains, and woods. But Druids are nature lovers, not nature worshippers. To the Druid, all elements are sacred, not just the creatures populating the outdoors. The Druid has advanced in conception beyond the Animist in much the same way as the Shaman: he has accepted the existence of other worlds, other planes of existence, and the higher existence of the deity he worships.

The Druids "make the immortality of the soul the basis of all their teaching, holding it to be the principal incentive and reason for a virtuous life." In fact, although most Druids believe in an afterlife, common Druidical thought is that upon death the soul passes into another body which is beginning life. For this reason, most Druids (particularly the priesthood) hold only a marginal fear of death.

TEMPLES AND CIRCLES

It has been said that the Druidic Circles cannot actually be called temples, for the Druids teach that there are but two habitations of the Deity: the soul (the invisible) and the universe (the visible). The word 'temple', when used in reference to Druidic worship, simply means a place dedicated to sacred use, whether a circle of stones, a field, or building. The legendary stone circles (or 'caers') are the most famous



of Druidic temples, also serving as intricate astronomical calendars, used to track the path of the heavens to mark the dates important to their worship.

Druidic Circles or temples are composed of monoliths upon which the use of metal for any purpose is not permitted. Druidic worship is untrammelled by sculptures idols, or icons of any kind. Huge monolithic avenues, up to seven miles long, are constructed as pathways leading to the Circles, for the processions to them during the great festivals of the year, known as Imbolc (February 1st), Beltaine (May 1st), Lughnasadh (August 1st), and Samhain (November 1st).

Druidic services are conducted during the daylight hours; the performance of religious ceremony at any other time is strictly forbidden. The Archdruid takes position by a large central stone, approaching it with a sword carried by its point to signify his own readiness to suffer in the cause of truth. This central stone is called Maen Llog, or the Stone of the Covenant. Near to it is another, which is topped by a cavity to catch the rain. This water, falling directly from the heavens, is the only water permitted to be used in Druidic sacrifices. Although the sacrifice of humans is a common rumor, most orders limit their sacrifices to sheep, oxen, deer, and goats.

DESCRIPTION

One description of a Druid says "He came not clad in skins...but with a bow in his hand, a quiver hanging on his shoulders, a plaid wrapped about his body, a gilded belt encircling his loins, and trousers reaching down from the waist to the soles of his feet. He was easy in his address; agreeable in his conversation; active in his dispatch and secret in his management of great affairs; quick in judging of present accuracies, and ready to take his part in any sudden emergency; provident withal in guarding against futurity; diligent in the quest of wisdom; fond of friendship; trusting very little to fortune, yet having the entire confidence of others, and trusted with everything for his prudence."

The ceremonial dress of the Archdruid is magnificent to behold, no metal but gold being used in any part of it. The Druid's seal (which varies greatly according to the deity worshipped) is wrought in gold down the back of the robe; he wears a gold tiara, torque, bracelets, and breastplate. The Chevron Bead (sometimes called the Druid's Egg), a bead of oak encased in gold, is worn around his neck at all times. Although a potent magical talisman, its exact powers are unknown to any but the wearer.

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NOMAD

A wanderer, the Nomad is a non-spell user who excels in even the most harsh conditions. Their knowledge of the outdoors makes them exceptional guides in areas few ever even see. Although the Nomad rarely stays long enough in any civilized area to gain more than a smattering of its linguistic customs and cultural beliefs, he can quickly adapt to his new surroundings.

The Nomad is a variant profession of *Fighter*.

Weapon Skills: 2/5; 2/7; 3/9; 4; 4; 6.

Maneuvering in Armor:

Soft Leather 1/*
 Rigid Leather 2/*
 Chain 3/*
 Plate 4/*
 Directed Spells 20

Magical Skills:

Spell Lists 13
 Runes 6
 Staves & Wands 8
 Channeling 20

Special Skills:

Ambush 2/7
 Linguistics 1/2/*
 Adrenal Moves 2/6
 Adrenal Defense 15
 Martial Arts 3/6
 Body Development 2/5
 Perception 2/4

General Skills:

Climbing 2/7
 Swimming 1/4
 Riding 2/4
 Disarming Traps 3/6
 Picking Locks 4
 Stalk & Hide 2/4

Other Skills: Refer to Development Point Costs given below for those skills unique to the Nomad profession. All other skill costs are identical to the Fighter's development point costs.

Prime Requisites: Co/Ag

Academic Skills:

Demon/Devil Lore 5
 Drafting 3/6
 Lock Lore 3/6
 Phil./Religious Doctrine ... 2
 Trading Lore 1/4
 Others as Monk varies

Concentration Skills:

Dowsing 2/4
 Evaluation Skills:
 All Evaluation Skills 2/5

Linguistic Skills:

Trading 1/4

Animal Skills:

Animal Training 2/7
 Beast Mastery 2/7

Medical Skills:

All as Monk varies

Combat Skills:

Lancing 3/6
 Lancing 3/6
 Missile Artillery 3/6
 Yado 3/6

Survival Skills:

Caving 1/3
 Foraging 1/2
 Hostile Environments 1/2
 Region Lore 1/3
 Streetwise 3/6

Level Bonuses:

Arms Law Combat +2
 Athletic Skills +1
 Body Development +2
 Outdoor Skills +3
 Perception Skills +1
 Subterfuge Skills +1

Ross Henton

NINJA

These extremely professional oriental spy/assassins lead the shadow life of the ninja, the most feared and revered men wherever they operate. Not only are they physically perfectly trained for their job, they have also developed spiritually to carry out their tasks.

The Ninja is a variant of the *Warrior Monk* profession.

Weapon Skills: 2/5; 3/7; 3/9; 4/6/9.	
Maneuver in Armor: Soft Leather 1/* Rigid Leather 8 Chain 3/* Plate 15 Directed Spells 20	Magical Skills: Spell Lists 10 Runes 8 Staves & Wands 9 Channeling 20
Special Skills: Ambush 1/2 Linguistics 2/* Adrenal Moves 1/4 Adrenal Defense 3/8 Martial Arts 1/4 Body Development 2/7 Perception 1/3	General Skills: Climbing 1/4 Swimming 1/4 Riding 5 Disarm Traps 1/3 Pick Locks 1/4 Stalk & Hide 1/2
Other Skills: Refer to Development Point Costs given below for those skills unique to the Ninja profession. All other skill costs are identical to the Warrior Monk's DP cost. Prime Requisites: Ag/SD.	
Academic Skills: Alchemy 2/4 Lock Lore 1/3 Poison Lore 1/3 Tactics 1/3	Athletic Skills: Distance Running 1/3 Flying/Gliding 1/4 Rappelling 2/5 Sprinting 1/3
Combat Skills: Grappling Hook 1/3 Iai 1/5 Lancing 8 Reverse Stroke 2/6 Missile Artillery 4/7 Yado 2/5	Concentration Skills: Frenzy 6 Meditation, Death 1/2 SLA 1/2 Deadly Skills: Silent Kill 1/3 Use/Remove Poison 1/4
General Skills: Gimmicry 1/4 Painting 3/7 Rope Mastery 1/3	Linguistic Skills: Propaganda 1/4 Public Speaking 6 Ventriloquism 2/4
Level Bonuses: Arms Law Combat +1 Athletic Skills +1 Body Development +1 Concentration Skills +1	
Deadly Skills +3 Perception Skills +1 Subterfuge Skills +2	

Rob Haycock

SAMURAI

A non-spell user, the Samurai is much like the Cavalier. He also follows a Code of honor, known as Bushido. In this code, personal honor and loyalty to his daimyo(lord) are the highest laws. A Samurai would sooner die than break these codes. In fact, death in the service of his daimyo is considered the greatest honor to a Samurai. Those who do break the Bushido become rogue Samurai, known as *Ronin*. Ronin are generally outcast and ridiculed.

Outside of his great fighting skill, a Samurai is expected to practice such skills as artistry, poetry, and diplomacy. He also has excellent mental disciplines.

The Samurai is a variant of the *Paladin* profession.

Weapon Skills: 1/5; 2/5; 2/7; 3/7; 4; 6.	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 2/* Directed Spells 20	Magical Skills: Spell Lists 15 Runes 7 Staves & Wands 9 Channeling 20
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 1/4 Adrenal Defense 6 Martial Arts 2/5 Body Development 1/4 Perception 2/5	General Skills: Climbing 3/7 Swimming 2/6 Riding 1/5 Disarming Traps 7 Picking Locks 7 Stalk & Hide 5
Other Skills: Refer to Development Point Costs given below for those skills unique to the Samurai profession. All other skill costs are identical to the Paladin's development point costs. Prime Requisites: St/SD.	
Academic Skills: All as Fighter varies	Gymnastic Skills: All as Fighter varies
Combat Skills: Disarm Foe, Unarmed .. 2/6 Reverse Stroke 2/7 Yado 2/6	Linguistic Skills: Poetic Improvisation 1/5 Magical Skills: All as Fighter varies
Concentration Skills: Control Lycanthropy 2/6 Meditation, Cleansing .. 2/4 SLA 2/4	Medical Skills: All as Fighter varies Perception Skills: Detecting Traps 2/4
Level Bonuses: Arms Law Combat +3 Athletic Skills +1 Body Development +3	
Concentration Skills +1 General Skills +1 Social Skills +1	

Scott Stansfield

REALM MOLDER

The Realm Molder is a version of the Archmage who specializes in one specific realm of magic. Like the Arch Mage, the Realm Molder is much less limited in his scope of spells, but he must also spend more time learning many of his spells.

Although it is possible, in theory, for a Realm Molder to exercise any realm of magic, due to the nature of the Channeling realm, it is unlikely a Channeling Molder would exist. In fact, it is recommended that in practice, Molders be limited to Essence or Mentalism, with the latter being less frequent.

A Realm Molder must select four categories, or Spell Sets, into which his spells will fall. These categories may either encompass a theme or the base lists of a given class.

Example: Thus, Benden the Essence Molder, desiring offensive elemental power in his first Spell Set, could choose either the Magician Base Lists as his Primary Set or a theme of Elemental Attack Spells, encompassing some Magician Base lists and a peppering of Arcane lists. Although these seem very similar, the latter could not include either Elemental Summons or Conveying Ways, but can, as noted, include spells from other classes, including Arcane lists.



Spell List Costs:

1st 6 lists + open	1x
2nd 6 lists + closed	2x
3rd 6 lists	3x
4th 6 lists	4x

The four Spell Sets become progressively more difficult to learn, revealing the Realm Molder's lack of focus. Open and Closed lists of the Molder's realm fall into the first and second Spell Sets respectively. Some examples of themes follow the class description.

Prime Stats: Em/Re or Pr/Re or In/Re

SKILL COSTS

A. If the skill system of *ChL/CaL* is used:

Choose a class whose skill costs best represent the Molder's Primary Spell Set.

Spell List Costs:

1st 6 lists + Open	1/*
2nd 6 lists + Closed	2/*
3rd 6 lists	3/*
4th 6 lists	4/*

B. If the Skill System of *RMCI* is used:

The guidelines for A. above apply, and in addition regardless of the class chosen, the following are used:

Magical Language	1/*	Spell Mastery	1/4
Level Bonuses:			
Academic	+2	Magical	+3
Base Spell Casting	+1	Perception	+1
An additional three points to be placed in any combination in the following areas: Concentration, Directed Spells, General, or Linguistic.			

C. If the Individual Character Skill Development System of *RMCV* is used:

Skill costs are as per Hybrid Spellcaster, except that the cost for spell lists are multiplied:

Note that the Realm Molder need only buy down his Spell List Acquisition skill for the first Spell Set and all the others are simply multiples of that cost. Some GMs may wish to allow the Molder to spend further divisions and decrease the second and third Spell Set costs. We recommend against this.

EXAMPLES OF THEMES

Magical Language (Essence Molder)	Mind Sight (Mentalism Molder)	Spirit Magic (Essence Molder)
Organic Skills (Alchemist)	Presence (Mentalist)	Spirit Mastery (Closed Essence)
Bladerunes (Arcane)	Mind Speech (Mentalist)	Entity Mastery (Arcane)
Glyph Law (Runemaster)	Mind Merge (Mentalist)	Commune (Necromancer)
Rune Law (Runemaster)	True Sight (Seer)	Summon Dead (Necromancer)
Crystal Runestones (Crystal Mage)	Mind Visions (Seer)	Demon Mastery (Conjurer)
Organism Skills (Alchemist)	Sense Through Others (Seer)	Circles of Summoning (Conjurer)

Paul Stafford and David Mullin

MONASTIC

While his brother the Cleric accompanies the crusades across the land to convert the unwashed masses of the heathen, the Monastic remains cloistered behind his temple walls, tending to the needs of the flock at home. Although his temple is the safest of refuges for the members of his congregation, woe be unto the unwitting defiler, thief, or creature of darkness—for the Monastic's abode is as forbidding to the unbeliever as it is welcoming to the faithful. Often the most sage of scholars and most erudite of speakers, the Monastic often remains out of the legends of the church, preferring the peace of the shepherd to the glory of the paladin.

The Monastic is a variant of the Cleric profession.

MONASTIC BASE SPELL LISTS

Sanction *Communal Ways (Cleric Base)*
Holy Knowledge *Channels (Cleric Base)*
Haven *Life Mastery (Cleric Base)*

Weapon Skills: 6; 9; 20; 20; 20; 20			
Maneuvering in Armor:		Magical Skills:	
Soft Leather:	4/*	Spell Lists:	1/*
Rigid Leather:	8/*	Runes:	1/4
Chain:	10	Staves & Wands:	2/5
Plate:	11	Channeling:	1/4
Directed Spells:	9		
Special Skills:		General Skills:	
Ambush:	9	Climbing:	5
Linguistics:	1/*	Swimming:	3
Adrenal Moves:	5	Riding:	3
Adrenal Defense:	20	Disarming Traps:	7
Martial Arts:	9	Picking Locks:	8
Body Development:	8	Stalk & Hide:	5
Perception:	2/5		
Other Skills: Refer to Development Point Costs given below for those skills unique to the Monastic Profession. All other skill costs are identical to the Cleric's DP Cost.			
Prime Requisites: In/Me.			
Academic Skills:		Social Skills:	
Administration:	1/2	Diplomacy:	1/2
Sanity/Healing Lore:	1/4	Interrogation:	1/4
Leadership:	1/3		
Linguistic Skills:		Magical Skills:	
Public Speaking:	1/2	Magical Languages:	1/2
Level Bonuses:			
Academic Skills:	+2	General Skills:	+1
Concentration Skills:	+1	Magical Skills:	+1
Linguistic Skills:	+2	Social Skills:	+3

Ross Henton

SANCTION

MONASTIC BASE

Note: The spells on this list are extremely powerful, and may not be appropriate for all religious faiths. The Cleric who uses these spells must take care—the acts he sanctions must be directly in the best interests of the faith, the church, or the congregation. The lower level Blessings might be occasionally used to benefit individual members of the faith, but the higher level Blessings are intended for Paladins and those willing to carry out truly great and heroic deeds for the church, just as the higher level Atonements are intended for the most venal of transgressions.

	Area of Effect	Duration	Range
1—Blessing I	1 target	V	touch
2—Consecration I	1 target	V	touch
3—			
4—Atonement I	1 target	V	touch
5—Blessing II	1 target	V	touch
6—Consecration II	1 target	V	touch
7—			
8—Atonement II	1 target	V	touch
9—Blessing III	1 target	V	touch
10—Consecration III	1 target	V	touch
11—			
12—Atonement III	1 target	V	touch
13—Blessing IV	1 target	V	touch
14—Consecration IV	1 target	V	touch
15—			
16—Atonement IV	1 target	V	touch
17—Blessing V	1 target	V	touch
18—Consecration V	1 target	V	touch
19—			
20—Atonement V	1 target	V	touch
25—Blessing True	1 target	V	touch
30—Consecration True	1 target	V	touch
40—Atonement True	1 target	V	touch
50—Mass Blessing	V	V	100'

1—Blessing I (F) With this spell, the cleric bestows the blessing of the church on any single act, endeavor, or quest the recipient will attempt. The recipient will receive a +5 bonus to all actions directly relating to completing this act. The bonus expires after 24 hours or the completion of the act, whichever comes first.

2—Consecration I (F) With this spell, the cleric consecrates any one item to be used in a religious service, a holy war, or any other purpose relating directly to a church-sanctioned activity. The item so consecrated gains a +5 bonus on any resistance rolls it must make (only while used for this specific activity), and gains a +5 bonus versus any attacks made against it (refer to Materials Integrity rules, RMCV, sec. 6.2). This bonus applies until the consecrated item breaks, is desecrated, or is used improperly or for other purposes than that for which it was consecrated.

4—Atonement I (F) With this spell, the cleric sets an atonement appropriate to the expiation of any one sin a follower of his faith has committed. The act of atonement must be appropriate for the sin; it can be neither too severe nor too mild (GM's discretion). The Atonement set must be of such a nature that it can be reasonably completed within the next 24 hours. The recipient of this spell is at a -5 penalty to all actions not directly relating to the atonement until

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the task is completed. If the *Atonement* is not completed, the recipient of this spell will have fallen from grace until a substantially more severe atonement is completed.

5—Blessing II (F) As above, except the bonus is +10, and the *Blessing* will expire after one month or the completion of the act, whichever comes first.

6—Consecration II (F) As above, except the bonus is +10.

8—Atonement II (F) As above, except the penalty is -10, and the *Atonement* may take up to one week to complete.

9—Blessing III (F) As above, except the bonus is +15, and the *Blessing* will expire after one month or the completion of the act, whichever comes first.

10—Consecration III (F) As above, except the bonus is +15.

12—Atonement III (F) As above, except the penalty is -15, and the *Atonement* may take up to one month to complete.

13—Blessing IV (F) As above, except the bonus is +20, and the *Blessing* will expire after one season (normally 90 days) or the completion of the act, whichever comes first.

14—Consecration IV (F) As above, except the bonus is +20.

16—Atonement IV (F) As above, except the penalty is -20, and the *Atonement* may take up to one season (normally 90 days) to complete.

17—Blessing V (F) As above, except the bonus is +25, and the *Blessing* will expire after one year or the completion of the act, whichever comes first.

18—Consecration V (F) As above, except the bonus is +25.

20—Atonement V (F) As above, except the penalty is -25, and the *Atonement* may take up to one year to complete.

25—Blessing True (F) As above, except the bonus is +50, and the *Blessing* will expire only after the completion of the act (however long it takes).

30—Consecration True (F) As above, except the bonus is +50.

40—Atonement True (F) As above, except the penalty is -50, and the penalty will last until completion of the *Atonement* (however long it takes).

50—Mass Blessing (F) As *Blessing True*, except the caster may bestow the blessing on 1/2 his level in targets (rounded down).

	Area of Effect	Duration	Range
1—Study I	self	C	self
2—Learn Language II	self	C	self
3—Restore Manuscript I	1 item	P	touch
4—Passage Origin I	1 text	—	touch
5—Inquest I	1 text	—	self
6—Study II	self	C	self
7—Learn Language III	self	C	self
8—Restore Manuscript II	1 item	P	touch
9—Inquest II	1 text	—	self
10—Study III	self	C	self
11—Learn Language IV	self	C	self
12—Restore Manuscript III	1 item	P	touch
13—Passage Origin II	1 text	—	touch
14—Inquest III	1 text	—	self
15—Study IV	self	C	self
16—Learn Language V	self	C	self
17—Duplicate Manuscript	1 item	P	touch
18—Passage Origin True	1 text	—	touch
19—Inquest True	1 text	—	self
20—Study True	self	C	self
25—Learn Language True	self	C	self
30—Restore Manuscript True	1 item	P	touch
50—Duplicate Manuscript True	1 item	P	touch

1—Study I (P) Allows the caster to retain any religious or philosophical text he reads or learns with total recall.

2—Learn Language II (P) Doubles the rate at which the caster can learn a language. The use of this spell requires that the caster has an adequate translation manuscript (for written text) or and adequate translator (for spoken language).

3—Restore Manuscript I (F) Allows caster to reduce the effects of time and wear upon a given book, scroll, or parchment by 1 year/level. This spell will also repair all damage to the manuscript towards restoring it to its proper condition, including rips, tears, punctures, stains, ink spills, water and heat damage, cracks, binding problems, etc. Although it will not replace missing pages, it will restore any page of which at least 75% remains intact. Magical manuscripts may also be revitalized, although this spell will not restore power or spells (active or inactive) to the manuscript except those inscribed therein for study (i.e., it would restore a spellbook but not a rune).

4—Passage Origin I (I) Caster can read a piece of text and tell if it has been translated, and if so, what the original language was, and who the author was (if he was noteworthy or the caster has seen other examples of his work).

5—Inquest I (I) Caster learns whether or not the text he examines (maximum one page) contains any anagrams, hidden passages, or other forms of concealed or encoded text.

6—Study II (P) As Study I, except the caster can also read at 2x rate.

7—Learn Language III (P) As *Learn Language II*, except caster can learn at 3x his normal rate.

8—Restore Manuscript II (F) As *Restore Manuscript I*, except the effects of up to 10 years/level can be repaired, and any page of which at least 50% remains intact can be repaired.

9—Inquest II (I) As *Inquest I*, except the caster also can determine whether or not the page contains any invisible, enruned, or other magical, chemical, or other concealed writings.

10—Study III (P) As *Study I*, except the caster can also read at 3x rate.

11—Learn Language IV (P) As *Learn Language II*, except caster can learn at 4x his normal rate.

12—Restore Manuscript III (F) As *Restore Manuscript I*, except the effects of up to 100 years/level can be repaired, and any page of which at least 25% remains intact can be repaired.

13—Passage Origin II (I) As *Passage Origin I*, except that the caster can tell how many times the text has been translated and from what languages.

14—Inquest III (I) As *Inquest II*, except the caster also learns of any changes, corrections, or forgeries within the text.

15—Study IV (P) As *Study I*, except the caster can also read at 4x rate.

16—Learn Language V (P) As *Learn Language II*, except caster can learn at 5x his normal rate.

17—Duplicate Manuscript (F) The text upon up to 1 page per caster's level can be duplicated on an equal number of blank pages in another book. The proper inks for the duplication must be present, and are consumed in the casting of this spell.

18—Passage Origin True (I) As *Passage Origin II*, except caster can also tell who the translators were, who the author was, and locate any previous errors in translation (but not what the correct text originally said).

19—Inquest True (I) As *Inquest III*, except up to one page per level may be examined simultaneously.

20—Study True (P) As *Study I*, except the caster can also read at 5x rate.

25—Learn Language True (P) As *Learn Language V*, except caster can also learn all associated dialects simultaneously.

30—Restore Manuscript True (F) As *Restore Manuscript I*, except all damage will be repaired (no matter how old), all missing and incomplete pages will be restored, and the binding and materials returned to their original conditions. At least 5% of the original manuscript must still be intact.

50—Duplicate Manuscript True (F) As *Duplicate Manuscript I*, except the text on up to 100 pages per level can be duplicated.

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Note: Spells marked with a '+' must be cast upon sanctified ground. These spells are designed to protect the safety of the believer taking refuge on sanctified ground as well as protect the temple itself. They may also be used to guard a druid's circle, a shrine, or any other sanctified ground (no actual building is necessary).

	Area of Effect	Duration	Range
1—Cleanse	5'R/lvl	P	10'
2—Prepare Ground	V	P	touch
3—Prepare Altar †	V	P	touch
4—Prepare Font †	V	P	touch
5—Haven I	10'R	1 rd/lvl	self
6—Sanctuary I †	Sanctuary	24 hr/lvl	touch
7—Haven II	10'R	1 rd/lvl	self
8—Sanctuary II †	Sanctuary	24 hr/lvl	touch
9—Altar Ward I †	Altar	24 hr/lvl	touch
10—Haven III	10'R	1 rd/lvl	self
11—Sanctuary III †	Sanctuary	24 hr/lvl	touch
12—Haven IV	10'R	1 rd/lvl	self
13—Sanctuary IV †	Sanctuary	24 hr/lvl	touch
14—Altar Ward II	Altar	24 hr/lvl	touch
15—Haven V	10'R	1 rd/lvl	self
16—Sanctuary V †	Sanctuary	24 hr/lvl	touch
17—Haven VI	10'R	1 rd/lvl	self
18—Sanctuary VI †	Sanctuary	24 hr/lvl	touch
19—Altar Ward True †	Altar	24 hr/lvl	touch
20—Haven VII	10'R	1 rd/lvl	self
25—Sanctuary VII †	Sanctuary	24 hr/lvl	touch
30—Haven True	10'R	1 rd/lvl	self
50—Sanctuary True †	Sanctuary	24 hr/lvl	touch

1—Cleanse (F) Caster may physically clean an area.

2—Prepare Ground (F) Caster may prepare the foundations or other area delineating a temple or religious structure under construction for the appropriate rituals necessary to sanctify the ground for worship (the details of the sanctification rituals will vary according to the tenets of the religion). Normally, a structure built on sanctified ground will not be subject to the ravages of time and natural forces.

3—Prepare Altar (F) Caster may prepare the altar (or other primary location where worship services and channeling directly from the god to the priests will center) for the appropriate rituals necessary to sanctify the altar for worship (the details of the sanctification rituals will vary according to the tenets of the religion).

4—Prepare Font (F) Caster may prepare the font (or equivalent vessel) for the appropriate rituals necessary to create and maintain holy water (the details of the appropriate rituals necessary will vary according to the tenets of the religion).

5—Haven I (F) Caster calls into being an invisible protective sphere about himself. Any persons or creatures not within the area of effect when the spell is cast must make a RR to cross the boundary of the Haven.

6—Sanctuary I (F) Caster calls into being an invisible protective barrier which conforms to and covers the area of any one temple or other similar area sanctified to the caster's god. Any persons opposed to the caster's religion or with hostile intent toward the caster, the

temple, or those inside must make a RR to cross the boundary of the Sanctuary.

7—Haven II (F) As *Haven I*, except any persons not within the area of effect when the spell is cast who attempt to cross the boundary will take an 'A' Electrical critical (some other critical type may be substituted to more appropriately reflect the sphere of influence of the caster's deity).

8—Sanctuary II (F) As *Sanctuary I*, except any persons opposed to the caster's religion or with hostile intent toward the caster, the temple, or those within must make a RR or take an 'A' Electrical critical (some other critical type may be substituted to more appropriately reflect the sphere of influence of the caster's deity).

9—Altar Ward I (F) RR mod: -20 Any persons attempting to desecrate, damage, or physically touch the altar protected by this spell (unless they are ordained members of the priesthood) must first make a RR or be unable to do so.

10—Haven III (F) As *Haven I*, except a 'B' critical is delivered.

11—Sanctuary III (F) As *Sanctuary I*, except a 'B' critical is delivered.

12—Haven IV (F) As *Haven I*, except a 'C' critical is delivered.

13—Sanctuary IV (F) As *Sanctuary I*, except a 'C' critical is delivered.

14—Altar Ward I (F) RR mod: -20 Any persons attempting to desecrate, damage, or physically touch the altar protected by this spell (unless they are ordained members of the priesthood) must make a RR or take an 'E' Electrical critical (some other critical type may be substituted to more appropriately reflect the sphere of influence of the caster's deity).

15—Haven V (F) As *Haven I*, except a 'D' critical is delivered.

16—Sanctuary V (F) As *Sanctuary I*, except a 'D' critical is delivered.

17—Haven VI (F) As *Haven I*, except an 'E' critical is delivered.

18—Sanctuary VI (F) As *Sanctuary I*, except an 'E' critical is delivered.

19—Altar Ward True (F) Any person attempting to desecrate, damage, or physically touch the altar protected by this spell must make a RR or take 1-5 'Slaying' criticals.

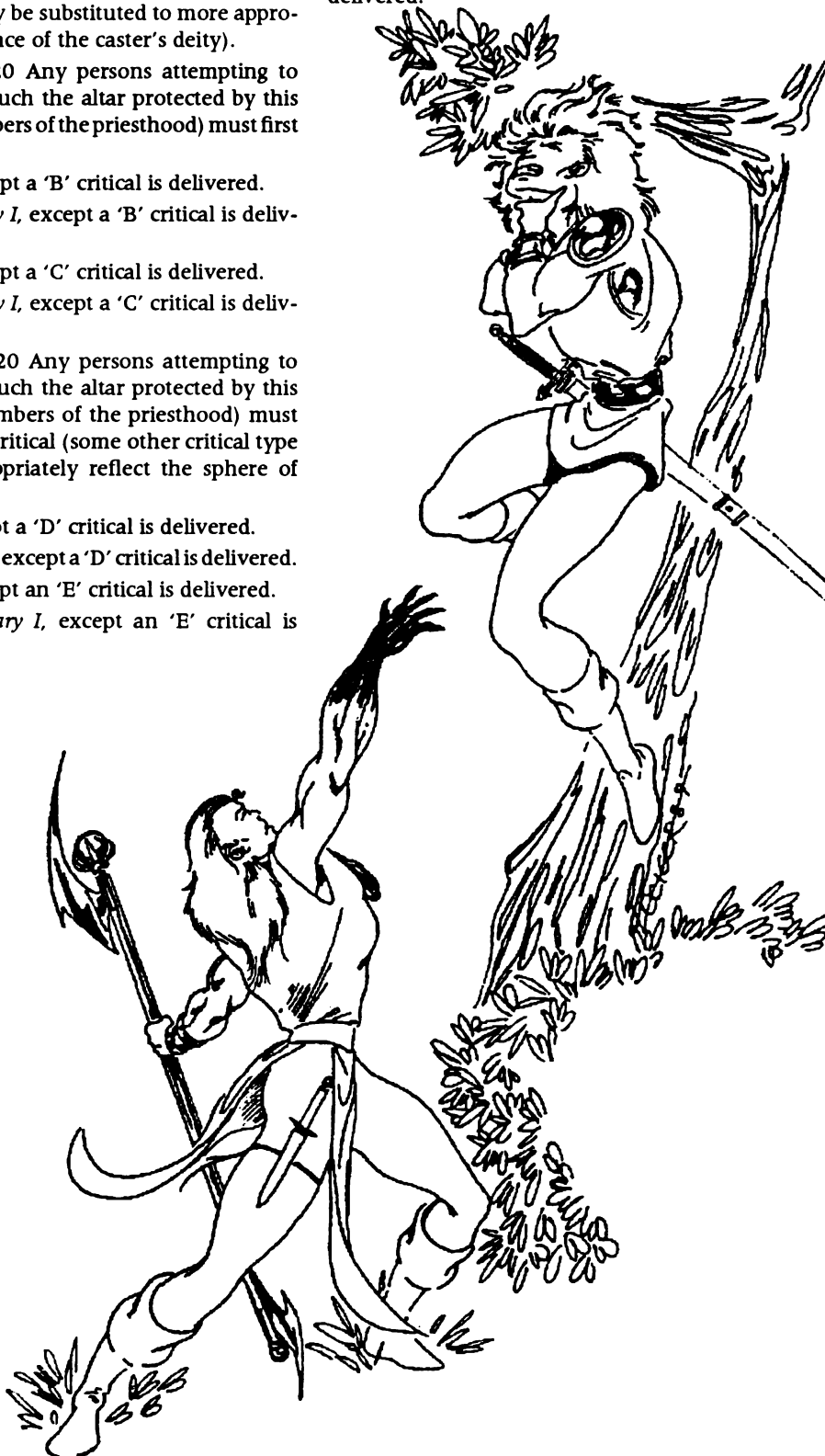
20—Haven VII (F) As *Haven I*, except a 'Holy' critical is delivered.

25—Sanctuary VII (F) As *Sanctuary I*, except a 'Holy' critical is delivered.

30—Haven True (F) As *Haven I*, except a 'Slaying' critical is delivered.

50—Sanctuary True (F) As *Sanctuary I*, except a 'Slaying' critical is delivered.

Ross Henton



PUTREFACTIONS

SPECIAL EVIL CHANNELING LIST

Note: Use this spell list to represent the magical powers of mummies, rather than the Disease list. Allow a mummy to have 3 or 4 Power Points per level exclusively for use with these spells. Alternatively, this list can be thought of as an evil channeling list or another evil cleric base list.

	Area of Effect	Duration	Range
1—Putrefy	1 object	—	Touch
2—Harming I	1 target	P	Touch
3—Sicken I	1 target	1 day/5% f.	Touch
4—Impair I	1 target	1 day/5% f.	Touch
5—Disease I	1 target	P	Touch
6—Digit Rot	1 target	P	Touch
7—Harming III	1 target	P	Touch
8—Sicken II	1 target	1 day/5% f.	Touch
9—Impair II	1 target	1 day/5% f.	Touch
10—Disease II	1 target	P	Touch
11—Hand Rot	1 target	P	Touch
12—Harming V	1 target	P	Touch
13—Sicken III	1 target	1 day/5% f.	Touch
14—Impair III	1 target	1 day/5% f.	Touch
15—Disease III	1 target	P	Touch
16—Limb Rot	1 target	P	Touch
17—Harming VII	1 target	P	Touch
18—Sicken IV	1 target	1 day/5% f.	Touch
19—Impair IV	1 target	1 day/5% f.	Touch
20—Body Rot	1 target	P	Touch
25—Brain Rot	1 target	P	Touch
30—Harming XV	1 target	P	Touch
50—Touch of Death	1 target	P	Touch

1—Putrefy (F) Instantly rots an organic, non-magical, non-living object or plant.

2—Harming I (F) Target takes 1-10 concussion hits.

3—Sicken I (F) Target subtracts 10 from all his die rolls for one day per 5% RR failure.

4—Impair I (F) Target has one of his temporary physical characteristics (Strength, Agility, Quickness, Constitution, or Appearance) reduced by 5 for one day per 5% RR failure.

5—Disease I (F) Casts one spell (1st to 5th level) from the Evil Cleric base list Disease. Note that the range is changed to "Touch"

6—Digit Rot (F) 1-10 of target's digits rot away in one week.

7—Harming III (F) Target takes 3-30 concussion hits.

8—Sicken II (F) Target subtracts 20 from all his die rolls for one day per 5% RR failure.

9—Impair II (F) As *Impair I*, but stat is reduced by 10.

10—Disease II (F) As *Disease I*, but one spell of 6th to 10th level is cast from the *Disease* list.

11—Hand Rot (F) 1-4 of target's hands/feet rot away in one week.

12—Harming V (F) Target takes 5-50 concussion hits.

13—Sicken III (F) Target subtracts 30 from all his die rolls for one day per 5% RR failure.

14—Impair III (F) As *Impair I*, but stat is reduced by 15.

15—Disease III (F) As *Disease I*, but one spell of 11th to 15th level is cast from the *Disease* list.

16—Limb Rot (F) 1-4 of target's limbs rot away in one week.

17—Harming VII (F) Target takes 7-70 concussion hits.

18—Sicken IV (F) Target subtracts 40 from all his die rolls for one day per 5% RR failure.

19—Impair IV (F) As *Impair I*, but stat is reduced by 20.

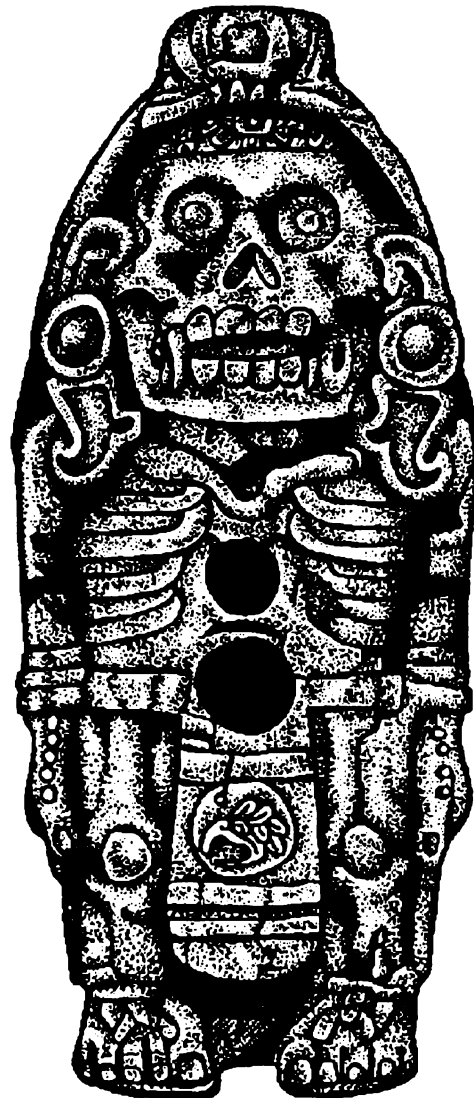
20—Body Rot (F) Target rots away and dies in one week.

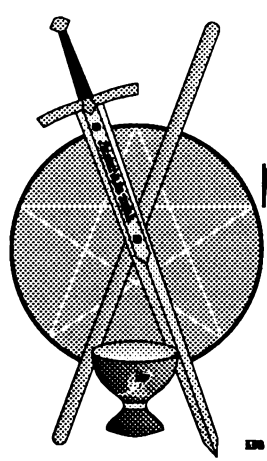
25—Brain Rot (F) Target is deranged and dies in one day.

30—Harming XV (F) Target takes 15-150 concussion hits.

50—Touch of Death (F) Target immediately and painfully dies.

Tim Taylor





LIVING TAROT IN A FANTASY CAMPAIGN

BACKGROUND

If there is anything that epitomizes present-day magical philosophies, it is modern tarot. With a history hundreds (some would say thousands) of years old, tarot is more than just a tool for divination. Current uses include meditation, ritual magic, self-analysis and personal empowerment, and even spellcasting.

Most modern interpretations of tarot symbolism are influenced by, and often actively based upon, the linking of tarot to Hermetic Qabalah during the nineteenth century. (Some claim that tarot was developed thousands of years ago, at the same time the Hebrew Qabalah was written, but there is no hard evidence to support this view, and Jewish scholars deny it.) Hermetic Qabalah incorporates a wide range of mythos and philosophies, including Hebrew, Gnostic, alchemical, Masonic, and the deities and mythologies of most major Western cultures past and present. Each card is associated with a particular "path" (or *sephiroth*) on the Tree of Life, the symbolic glyph of the Qabalah, and its title and interpretation are associated with the symbolism of that path.

Thus, each card of the tarot deck contains lessons to be learned about the workings of the universe. Understanding a card makes that card available for use in spell casting and ritual magic. While most students of tarot lean toward white or neutral magic, it is theoretically possible to apply tarot philosophy to the blacker arts. Most would claim, however, that to do so would quickly lead the magician to self-destruction.

The ultimate goal of the majority of tarot practitioners is to place themselves in harmony with the universe. The powers conferred by a detailed understanding of a particular card are of secondary importance. Tarot power is only to be used as a means to reach this goal.

THE TAROTMAGE (TAROTIST, TAROTMASTER)

The Tarotmage is a rare offshoot of the Runemaster profession. Like the Runemaster, the Tarotmage uses the power inherent in certain symbolic forms. More specialized than the Runemaster, however, the Tarotmage focuses on a few powerful symbols formalized within the framework of a philosophy called Tarot. His four primary symbol-objects—the rod, cup, sword, and pentacle, representing the elements of fire, water, air, and earth—supplement his symbolically detailed and very powerful tarot deck.

Despite the philosophical temperament of the Tarotmage, the elemental nature of most of his magic solidly classifies him, in most worlds, as a spell user of the realm of Essence. His magic works through his symbol-objects, which tap directly into the Essence flow. Tarotmages revere the Essence flow as the source of all things, and tend to personify it with the name "the Angel of the Tarot."

In some worlds, "the Angel" may actually be worshipped by Tarotmages as a deity, thus effectively making them Channelers, or Essence-Channeling hybrids. In worlds where magic is scarce, many may be so awed by the tremendous and unusual power of the major and minor arcana spells that Tarotmages are viewed as practitioners of the Arcane.

Although rare (as their way is for the few), Tarot-mages may be found the world over, for seekers after knowledge and enlightenment know no national or cultural boundaries. They often view themselves as eternal students and, if called upon by circumstance, teachers to others. In fact, some of their spells—particularly those found on the "Minor Arcana Mastery" list—may seem too chaotic to be useful, but the Tarotmage knows that the Angel of the Tarot (i.e., the natural way of the world) is wise beyond our understanding and grants us that which will best teach and strengthen us.

THE TAROT SYMBOL-OBJECTS

There are those who believe that the Tarotmage simply uses the magic of card-runes as his source of power, but this is not so. Tarot is more than a simple deck of cards—it is a series of symbols which together embody a universal wisdom that the Tarotmage continually strives to understand and master. The most well-known of these symbols is the tarot deck itself; however, the Tarotmage also uses the symbols of the four tarot suits to harness four of the primary elements and their associated philosophies. The rod represents fire and spirit; the cup, water and the subconscious mind; the sword, air and the conscious mind; and the pentacle symbolizes earth and the physical world.

"What I say
is, patience,
and shuffle
the cards."

—Miguel de
Cervantes,
Don Quixote

The Tarotmage obtains a high degree of power from his symbolic items by constructing them himself, attuning himself to them in the very act of their creation. Each of the four suit-symbols (rod, cup, sword, and pentacle) requires approximately one month apiece to construct. Because a completely empowered 78-card tarot deck requires 309 weeks (nearly six years—approximately thirteen months for a complete set of minor arcana cards, and the remaining time for the very powerful major arcana cards) to construct, many Tarotmages carry a more quickly constructed, unempowered full deck for more mundane divination and meditation tasks.

Despite the intimidating time factor in constructing the tarot deck, most Tarotmages would not be skilled enough to be able to control the awesome forces of the most powerful cards in any lesser amount of time. In any case, a Tarotmage need not have a complete deck in order to cast spells with those cards already constructed, and constructing new cards can often provide a very productive project when the Tarotmage is not wandering the world in search of enlightening adventures. Also, many Tarotmages complete several cards, and one or more of the other four symbol-objects, during their apprenticeship.

THE TAROT OF MANY TEACHINGS

Also known as a “Tarot of Chance” or “Tarot of Chaos” (the latter especially if the deck’s creator was of an evil bent), the creation of a Tarot of Many Teachings is considered the ultimate achievement of a Tarotmage. A complex ritual and a series of powerful spells are required to construct this fascinating magic object. Although such decks are rare, anyone fortunate enough to find it and brave enough to undertake its lessons may use it.

To use the deck, the cards are mixed, and a single card is drawn (the drawer of the card is called the “querent”). The querent is then given a “lesson,” usually of a type suggested by the nature of the card (the querent, however, is likely to view the lesson simply as a blessing or a curse—or both). Each card embodies a unique lesson, and it is rumored that some decks bestow a different lesson depending on whether the card is in an upright or reversed orientation when drawn.

A querent may consult a Tarot of Many Teachings repeatedly, but because many of the deck’s lessons are harsh, this can be as dangerous as it is rewarding. If a querent seems to be “abusing” the privilege of being able to freely consult the deck, he may find himself running contrary to the force known to Tarotmages as the “Angel of the Tarot;” pain and suffering will befall him in some manner, or, at the very least, the deck will cease to impart its lessons to him. Although anyone may carry a Tarot of Many Teachings, the creators of such decks oftentimes magically “lock” their decks to a specific person or place, in order to prevent the ignorant and profane from gaining permanent possession of them.

The nature of a lesson may or may not be immediately apparent to the querent. Because each deck is different, the nature of the lesson can never be known in advance, unless the same card is drawn multiple times from the same deck. Even then, there are those that believe that a card will never bestow the same lesson twice.

RUNNING A TAROTMAGE IN A ROLEMASTER CAMPAIGN

As implied in the preceding discussions, the Tarotmage was designed as a pure spell-user of Essence. However, in a campaign where the philosophical aspect of tarot is the major focus of the class, it may make more sense to designate this class as Channeling, or as an Essence-Channeling hybrid. In low-magic campaigns, it may even make sense to classify the Tarotmage as arcane (due to the *Major Arcana Mastery* list, in particular).

GMs should examine the *Major* and *Minor Arcana Mastery* lists carefully before adding this class to their games. The *Minor Arcana Mastery* list is about as chaotic as magic comes, due to the fact that the exact results of the spells are never entirely predictable. In some campaigns, this may limit the list’s usage.

On the opposite end of the spectrum, the *Major Arcana Mastery* list can be incredibly powerful, and may throw off game balance. This list actually allows a Tarotmage to function as one of nearly two dozen other professions, albeit in a very limited fashion. In order to compensate for this, the time required to construct major arcana cards is high (1 week + value of the card; the final card, card XXI, requires 22 weeks alone to construct). Also, the bonuses assigned to many of the “tarot personas” created by the spells have been set low, if you consider their supposed level. In a high-powered magic campaign, GMs may wish to reassign bonuses to be more in line with the personas’ actual levels.

To help get first-level PC Tarotmages started, the GM may wish to allow the player to begin with a few cards, and one or more of his symbol-objects, already constructed.

Regarding the construction and use of a “Tarot of Many Teachings”: Once the deck is constructed, anyone may use it (i.e., use does not require an Attunement roll). For details on the construction process, refer to the 50th level “Road of Life” spell on the *Rod Mastery* list. It is up to the GM, however, to decide what results are obtained by drawing any individual card, and whether those results change each time the card is drawn. The following are some examples of “lessons” that a Tarot of Many Teachings might grant (two examples are given for each card). The titles given here are those used by the Golden Dawn, an esoteric society formed in the last decade of the nineteenth century. Those who prefer to be provided with a complete list of card effects, rather than left to their own devices, well... perhaps in a future issue of *Grey Worlds*.

Nine of Rods (mystical title: Great Strength)—1) The querent realizes that both his temporary and potential ST stats have been permanently raised 10 points, to a maximum of 101 (or 102, if already at 101). 2) The querent feels a surge of power pass quickly through his body, but nothing more. Later, when the querent tries to grip an object, he discovers that he cannot help but crush any object he grasps; weapon handles break, stone objects are crushed to pebbles, etc. If the querent manages to grip a being, the being will suffer a +100 grapple attack with crush criticals.

Seven of Pentacles (mystical title: Success Unfulfilled)—1) The querent becomes unable to further his ability in a random skill which he is currently developing (this will not be discovered until he advances a level); all attempts to obtain additional levels in the skill will fail and the development points will be lost if he tries. 2) Next time the querent unknowingly attempts an action which would cause him great harm and manages to succeed in the action, he will actually fail, thereby avoiding the danger. (Example: the querent attempts to pole vault over a wall. His die roll indicates success, but a deep pit containing 300 alligators is located in the querent's landing path. Mysteriously, as the querent reaches the pinnacle of his vault, he slowly begins to fall backwards; the glimpse he receives of the wall's far side just before he descends tells him just how fortunate he is to have failed!).

*Here is the man with three staves, and
here the Wheel, and here is the one-eyed
merchant, and this card, which is blank,
is something he carries on his back, which
I am forbidden to see.*

—T.S. Eliot: *The Waste Land*

Card XIII: Death—1) The querent suddenly becomes painfully aware of his own mortality, and knows that he is unable to be affected by any *Lifekeeping* or *Lifegiving* spell or substance. 2) The querent feels an eerie cold chill flow through his body for a moment, but no other effects; however, if and when the querent receives some sort of fatal injury or killing blow, instead of dying, he is immediately renewed and restored to full health (one time only).

Princess of Cups: Lotus of the Palace of Water—1) Now in tune with the spirit of the Princess of Cups, the querent gains 20 levels in Poetic Improvisation skill. 2) The querent loses 5 permanently from his Reason bonus (*not* the stat), but gains a permanent +5 to his Intuition modifier.

Ace of Rods (mystical title: Root of the Powers of Fire)—1) Whether or not the querent is of a spell-using profession, he gains the ability to cast a Fireblade spell (from the Arcane list Mana Fires) 2x/day; it does not cost the querent any spell points to do this. 2) The querent is engulfed in a sudden rush of flames for a brief moment; afterwards, his physical body is unharmed, but his spiritual self has been "burned away" and replaced with another identity. He remains at his same level, but his profession and skills have completely changed (GM chooses at random or by die roll). If the character changes from one spell-using profession to another, he swaps lists one-for-one from his old profession to his new realm and profession (swap base lists for base lists, open lists for open lists, and closed lists for closed lists; unless the querent was originally an Archmage, he may keep any arcane lists). If the

querent originally was not a spell user but becomes one in the transformation, he receives two random base lists from his new profession. If the querent changes from a spell-using to a non-spell-using class, he loses all spell lists. Skills are "swapped" as follows: the querent keeps any skills that have a one-level development cost of 3 points or less for his new profession (i.e., anything costing 3, 3/4, or 3/any number). Any skills costing the new profession more than 3 points for a single rank must be switched to skills costing 3 or less; all levels developed in the old skill must be transferred as a whole to the new skill. Weapons skills are retained, no matter what the cost difference. (Example: Ralph is a 3rd level Warrior Mage who knows the base lists Mind's Touch and Elemental Ways, and the open essence list Essence Hand. He draws the Ace of Rods, and suddenly... he becomes a 3rd level Lay Healer. The GM elects to let the player decide what base lists will replace his old Warrior Mage base lists, and the player chooses Concussion Mastery and Bone Mastery. The GM then decides that the player must replace his Essence Hand list with the open Mentalism Self Healing list. As for his skills, Ralph gets to keep his six levels in Broadsword, but will have to get used to spending 8 development points to gain additional skill ranks from now on. However, the Weapon Evaluation skill, which cost him 2/4 as a Warrior Mage, now costs him 5 as a Lay Healer, so the GM decides that Ralph must transfer the three levels he has developed in this skill to the Poison Lore skill, which costs him 1/2 as a Lay Healer.)

SUGGESTED READINGS

The following books are excellent resources for background material, and for increasing personal understanding of the tarot:

Stuart R. Kaplan, *The Encyclopedia of Tarot*, vols. 1–3. The most complete compilation of tarot decks and history to be found anywhere.

Dion Fortune, *The Mystical Qabalah*. The best introduction to the complex subject of Qabalah, bar none. Tarot is discussed only peripherally, but this book provides excellent background material for understanding the modern philosophical approach to tarot.

Robert Wang, *The Qabalistic Tarot*. A good follow-up to Fortune's book. Discusses tie-ins between Qabalah, astrology, and tarot.

Robert Wang, *An Introduction to the Golden Dawn Tarot*. A look at the Golden Dawn approach to tarot, which has influenced all major interpretations of tarot since.

Ellen Cannon Reed, *The Witches' Tarot*. A gentle, easy-to-follow look at tarot from a Wiccan point of view. Reed's deck of the same title is a beautiful supplement to this book. Reed has also written a book on Qabalah from the Wiccan perspective entitled *The Witches' Qabalah*.

Paul Foster Case, *The Book of Tokens*. Meditations based on the cards of the major arcana, with a healthy dose of Gematria (Qabalistic numerology) thrown in. The beautiful, mysterious poetic narrative could provide interesting supplemental background material for an adventure or two.

Leslie & Jeanette Roth

TAROTMAGE

The Tarotmage is a pure spell user of essence whose power emanates from the symbolic forms embodied by the tarot. Though rare, the Tarotmage can be found most anywhere, as he tends to wander the world in search of enlightenment. He is trained in several crafting skills in order that he may build the five symbolic items (the rod, cup, sword, and pentacle, plus the tarot deck itself) through which his power is manifested. Because the sword is an important tool of his profession, he is able to master some basic combat skills more readily than the average student of the Essence.

The prime requisites for a Tarotmage are Empathy and Reasoning.

TAROTMAGE BASE SPELL LISTS

Cup Magic
Pentacle Magic
Rod Magic

Sword Magic Major
Arcana Mastery
Minor Arcana Mastery



Weapon Skills: 5; 8; 20; 20; 20; 20	
Maneuvering in Armor:	Magical Skills:
Soft Leather: 9	Spell Lists: 1/*
Rigid Leather: 9	Runes: 1/4
Chain: 10	Attunement: 2/4
Plate: 11	Channeling: 7
Directed Spells: 5	
Special Skills:	General Skills:
Ambush: 9	Climbing: 7
Linguistics: 1/*	Swimming: 3
Adrenal Moves: 6	Riding: 3
Adrenal Defense: 20	Disarming Traps: 7
Martial Arts: 9	Picking Locks: 8
Body Development: 8	Stalk & Hide: 5
Perception: 3	
Other Skills: Refer to Development Point Costs given below for those skills unique to the Tarotmage Profession. All other skill costs are identical to the Runemaster's DP cost.	
Prime Requisites: Em/Re	
Academic Skills:	Magical Skills:
Alchemy: 2/4	Circle Lore: 2/4
Astronomy: 2/5	Divination: 1/2/*
Warding Lore: 2/4	
General Skills:	
Crafting: 1/2	Smithing: 1/2
Painting: 1/2	Wood Crafts: 1/2
Level Bonuses:	
Academic Skills: +1	Evaluation Skills: +1
Base Spell Casting: +1	General Skills: +2
Combat Skills: +1	Magical Skills: +3
Directed Spells: +1	

ROD MAGIC

TAROTMAGE BASE

The rod symbolizes the element of fire. It governs spirituality and creativity, power, and the father/energizing principle.

Note 1: All spells on this lists, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Rod. The Tarot Rod is a rod of anywhere from 1' to 7' in length, personally fashioned by the caster from metal or wood (preferably a precious, valuable, attractive, or magical material). Creation of the rod takes a minimum of two hours per day for 1 month, during which time the caster must roll vs. his Smithing skill (for metal rods) or Woodworking skill (for wooden rods) daily in order to create the rod. Any negative total roll indicates that the caster has damaged the rod, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the rod "enchantable" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the rod is destroyed.

Note 2: A Tarotmage may use a Tarot Rod created by someone else, but it will only be half as effective (e.g., cure 0-5 instead of 1-10, durations equal 1 minute/2 levels, etc.).

	Area of Effect	Duration	Range
1—Spell Store	Tarot Rod	until cast	touch
2—Rod of Power I	Tarot Rod	P	touch
3—Rod of Light	Tarot Rod	10 min/lvl	—
4—Aura Rod	self	10 min/lvl	—
5—Fire Bridge	Tarot Rod	1 min/lvl	—
6—Fire Bolt (100')	1 target	—	100'
7—Rod of Power II	Tarot Rod	P	touch
8—Fire Armor I	self	10 min/lvl	—
9—Fire Ball	10'R	—	100'
10—Fire Servant	Tarot Rod	1 rd/lvl	10'/lvl
11—			
12—Rod of Power III	Tarot Rod	P	touch
13—Aura Rod True	10'R	10 min/lvl	—
14—Fire Bolt (300')	1 target	—	300'
15—Fire Tree	Tarot Rod	varies	touch
16—			
17—Fire Armor II	self	10 min/lvl	—
18—Rod of Power IV	Tarot Rod	P	touch
19—			
20—Fire Elemental	Tarot Rod	1 rd/lvl	10'/lvl
25—Power Torch	1 target	1 rd/lvl	100'
30—Rod of Power V	Tarot Rod	P	touch
50—Road of Life†	—	P	—

1—Spell Store (F) Caster may cast this spell with any spell he wishes to store; later, the stored spell may be cast at any time with no preparation. The Storing spell costs the same number of power points as the spell stored. The stored spell is placed in the caster's Tarot Rod. In order to store another spell on the rod, the first spell must be discharged.

2—Rod of Power I (F) Turns the caster's Tarot Rod into a +2 spell adder.

3—Rod of Light (F) Causes the end of the caster's Tarot Rod to burst into a bright flame, turning it into a torch that will light a 30'R. The flame is magical, and will not blow out or burn out (until the end of the spell duration), but it can be dispelled or canceled by magical means. The flame does not consume the caster's rod. It may also be used to ignite flammable material as a normal torch.

4—Aura Rod (F) Creates a fiery aura around the caster's Tarot Rod, making him appear more powerful and subtracting 10 from all attacks against him. The caster need not hold the rod in his hand once the spell has been cast, but it must be in an exposed location on his person.

5—Fire Bridge (F) When the caster's Tarot Rod is placed on the ground (usually at the edge of a chasm), this spell will cause it to expand and change into a 2' wide bridge of fire (length of up to 5' level). The caster may then cross the bridge with all his personal effects without harm. Anyone else attempting to cross the bridge takes an 'A' heat critical each round on the bridge, and risks a 5% chance of falling off the bridge per 5' crossed. The caster may return the Tarot Rod to normal at any time and pick it up at either end.

6—Fire Bolt (E) A bolt of fire is shot from the caster's Tarot Rod (which must be pointed at its target). Results are determined on the Fire Bolt table.

7—Rod of Power II (F) As Rod of Power I, except that the caster's rod is turned into a +3 spell adder or 2x multiplier (caster's choice). A Rod of Power I spell must have been cast previously on the rod.

8—Fire Armor I (D) Causes a sort of "heat shield" to emanate from the caster's Tarot Rod, engulfing him in an invisible force field which protects him from natural heat up to 100°C and subtracts -30 from all heat/fire-based attacks. The caster need not hold the rod in his hand once the spell has been cast, but it must be kept on his person.

9—Fire Ball (E) A 1'R ball of fire is shot from the caster's Tarot Rod (which must be pointed at its center target). It explodes to affect a 10'R area. Results are determined on the Fire Ball table.

10—Fire Servant (F) Allows the caster to transform his Tarot Rod into a fire servant (from *C&T*) for the duration of the spell. The servant will follow the instructions of the caster as long as he concentrates; if allowed to move outside the 10'/lvl range of this spell, the servant disappears.

12—Rod of Power III (F) As Rod of Power II, except that the caster's rod is turned into a +4 spell adder or 3x multiplier (caster's choice). A Rod of Power II spell must have been cast previously on the rod.

13—Aura Rod True (F) As Aura Rod, except that the aura radiates through a 10'R, giving the benefits to all "friendly" beings within the radius.

14—Fire Bolt (E) As Fire Bolt above, except range is 300'.

15—Fire Tree (F) For this spell, the caster must imbue one end of his Tarot Rod into fertile soil. The Fire Tree spell is then cast on the rod, causing it to slowly grow over a period of 1 week. The rod will turn into a 6' tree with fiery red and orange leaves. It must be watered daily with cool, clear water from the caster's Tarot Cup (i.e., caster must fill the cup using the Cup Magic Refresh spell). After 1 week, the tree may be uprooted, and the roots cut off. The Tarot Rod then reverts to its normal form. The roots can be used to make 1 dose of Kilmakur, and herb-root which, when brewed and consumed, protects the ingestor versus heat and flames for 1 – 10 hours.

17—Fire Armor II (F) As Fire Armor I, except caster is protected against natural heat at any temperature, and subtracts -75 from all heat/fire-based attacks.

18—Rod of Power IV (F) As Rod of Power I, except that the caster's rod is turned into a +5 spell adder or 4x multiplier (caster's choice). A Rod of Power III spell must have been cast previously on the rod.

20—Fire Elemental (F) As *Fire Servant*, except turns caster's Tarot Rod into a strong fire elemental.

25—Power Torch (E) Causes a continuous stream of very hot fire to shoot from the tip of the caster's Tarot Rod (similar to a powerful blowtorch). The flame can be used to ignite/melt objects, or as a weapon. One wooden object (up to 3' x 3' x 3') can be ignited each round; larger objects can be fully ignited in multiple rounds (e.g., igniting a wooden building measuring 10' x 10' x 10' would take 4 rounds). Metal objects can be melted to slag at the rate of 5 rounds per 3' x 3' x 3' chunk. Anyone unfortunate enough to be attacked by a *Power Torch* will suffer an 'E' heat critical each round after the first round (the first-round attack should be treated as a normal *Fire Bolt* attack). The target may make a maneuver roll each round to try to escape the flame using an appropriate Gymnastic or Athletic skill (e.g., Jumping or Tumbling if target is near a ledge, Sprinting if in an open area, etc.) minus the caster's directed spell skill for *Fire Bolt*.

30—Rod of Power V (F) As *Rod of Power I*, except that the caster's rod is turned into a +6 spell adder or 5x multiplier (caster's choice). A *Rod of Power IV* spell must have been cast previously on the rod.

50—Road of Life (F‡) This spell, along with the *Road of Life* spells on the Cup, Sword, and Pentacle Magic lists, allows the caster to create a "Tarot of Many Teachings" (see item description elsewhere) from his Tarot deck. A full 78-card deck is required. Each of the four *Road of Life* spells must be cast on the deck each day beginning at full moon and ending the day of the next full moon (requires 2 hours per spell cast, or 8 hours total per day). The caster's four symbol objects must always be close at hand while casting each *Road of Life* spell. Missing a day means that the caster must begin the casting process over again, and requires the caster to roll a d100 - SD modifier + 3% per days invested in casting the *Road of Life* spell. If the result of the roll is over 100, then 5 - 50 cards if the caster's deck were destroyed and must be re-created before beginning again. After successfully enchanting the deck for the indicated number of days, the caster must perform a 50th level Alchemical Ritual, during which he must sacrifice his four symbol objects (rod, cup, sword, and pentacle). The sacrifice of these objects add +10% each (+40% total) to the chance of the ritual's success (as "Other Influencing Factors"). If the ritual is successful, the Tarot deck is transformed into a "Tarot of Many Teachings," but the caster has no control over the specific effects of each card. New symbol objects may be built using normal guidelines to replace those destroyed during the ritual. Major and Minor Arcana Magic spells cannot be cast using a deck transformed into a "Tarot of Many Teachings," but a new deck may be constructed.

CUP MAGIC

TAROTMAGE BASE

The cup symbolizes the element of water. It governs emotions and intuition, healing, and the mother/form-making principle.

Note 1: All spells on this lists, with the exception of the 50th level *Road of Life* spell, are cast on the caster's personal Tarot Cup. The Tarot Cup is a cup personally fashioned by the caster from metal or wood (preferably a precious, valuable, attractive, or magical material). Creation of the cup takes a minimum of two hours per day for 1 month, during which time the caster must roll vs. his Smithing skill (for metal cups) or Woodworking skill (for wooden cups) daily in order to create the cup. Any negative total roll indicates that the caster has damaged the cup, and must start over from scratch. At then end of 30 successful days, the caster must perform an Alchemical Ritual to make the cup "enchantable" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the cup is destroyed.

Note 2: A Tarotmage may use a Tarot Cup created by someone else, but it will only be half as effective (e.g., cure 0-5 instead of 1-10, durations equal 1 minute/2 levels, etc.).

Note 3: Potions on this list must be created and consumed from the caster's Tarot Cup in order to work. Potions thus created remain potent indefinitely, but will immediately lose potency if emptied into another vessel (unless the 30th level Transfer Potion spell is cast). Only one potion may occupy the cup at a time.

	Area of Effect	Duration	Range
1—Refresh	1 target	—	—
2—Healing Potion I	1 target	—	—
3—Sleep Potion	1 target	1 min/5% fail	—
4—			
5—Share Water II	Tarot Cup	—	—
6—Invisibility Potion	1 target	1 min/lvl	—
7—Poison Potion	1 target	1 rd/10% fail	—
8—Water Bolt	1 target	—	100'
9—Love Potion	1 target	P	—
10—Teleport Potion I	1 target	—	—
11—Share Water III	Tarot Cup	—	—
12—Healing Potion II	1 target	—	—
13—			
14—Antidote Potion	1 target	P	—
15—Water Scry	Tarot Cup	1 min/lvl	touch
16—Fertility Potion	1 target	24 hrs	—
17—Share Water IV	Tarot Cup	—	—
18—Tempest	Tarot Cup	10 min/lvl	1 mile
19—			
20—Teleport Potion II	1 target	—	—
25—Healing Potion III	1 target	—	—
30—Transfer Potion	1 potion	—	—
50—Road of Life‡	—	P	—

1—Refresh (F) Fills the caster's Tarot Cup with a cool, refreshing liquid that, when consumed, completely satisfies the thirst of the drinker. Will not remove the effects of a *Curse of Unquenchable Thirst* or similar spell-induced thirsts, but will actually cause the effects to subside for about ten minutes.

2—Healing Potion I (H) Heals 1 – 10 hit points of the drinker's concussion damage.

3—Sleep Potion (F,M) Causes the person drinking the potion to fall into a magical sleep.

5—Share Water II (F) When cast just after casting another spell from this list, this spell will allow any potion in the Tarot Cup to be shared by two people, who will both receive the potion's full effects.

6—Invisibility Potion (F) Makes the drinker of the potion and all items (under 25 lbs. in weight) on his person invisible.

7—Poison Potion (F) A person consuming this potion must make an RR vs. a 7th level poison or be incapacitated with sickness (i.e., may take no action). The victim also loses 1– 10 concussion hits per round while poisoned.

8—Water Bolt (E) A bolt of water is shot from the caster's Tarot Cup; results are determined on the *Water Bolt* table. The caster must point the mouth of the cup in the direction of his target.

9—Love Potion (F) Causes the drinker of the potion to fall deeply in love with a specific person. The person of the potion-drinker's desires is determined by the caster at the time the potion is created.

10—Teleport Potion I (F) Teleports the drinker of the potion to a spot specified by the caster, 1 round after the potion is consumed (this gives the drinker time to hand the cup back to the caster, if necessary). Normal teleport failure rules apply, as in the *Teleport I* spell on the closed essence Lofty Bridge list.

11—Share Water III (F) As *Share Water II*, except the potion can be shared by 3 people.

12—Healing Potion II (H) As *Healing Potion I*, except cures 7 – 70 concussion hits.

14—Antidote Potion (H) Allows drinker to make an additional RR at +20 vs. a poison ingested earlier. A successful roll removes the poison from the drinker's system, but does not repair any damage already done as a result of ingesting the poison.

15—Water Scry (I) Causes the caster's Tarot Cup to fill with a clear liquid, which the caster then gazes into to receive a vision concerning one very specific topic. If the topic is related to a past- or present-time period subject, the caster will receive detailed information on the topic from the GM based on the success of his spell roll (e.g., if the caster does a scrying on the murder of the dwarf, a 23 might tell him the dwarf was killed with a knife on the evening of April 7, while a 00 might indicate that he was killed with a knife a 6:14 P.M. on April 7 in the tree grove near Moonhaven by Boris the blacksmith as revenge for a theft the dwarf committed). If the topic is related to a future-time period subject, the caster will receive generalized, symbolic information (a lá a *Dream I* spell).

16—Fertility Potion (F) If the potion's ingestor is female, there is a 100% chance that she will become pregnant if she engages in sexual activities within the next 24 hours. There is also a 15% chance that the pregnancy will result in multiple births; if so, roll a d100 to determine how many (1–80 twins, 81–95 triplets, 96–99 quadruplets, 00 quintuplets). If the potion's ingestor is male, there is a 75% chance that any women with whom he engages in sexual activities within the 24 hour period will become pregnant, regardless of their fertility status.

17—Share Water IV (F) As *Share Water II*, except the potion can be shared by four people.

18—Tempest (F) Causes storm-like forces to form in the caster's Tarot Cup over three rounds, then emerge and spread quickly over

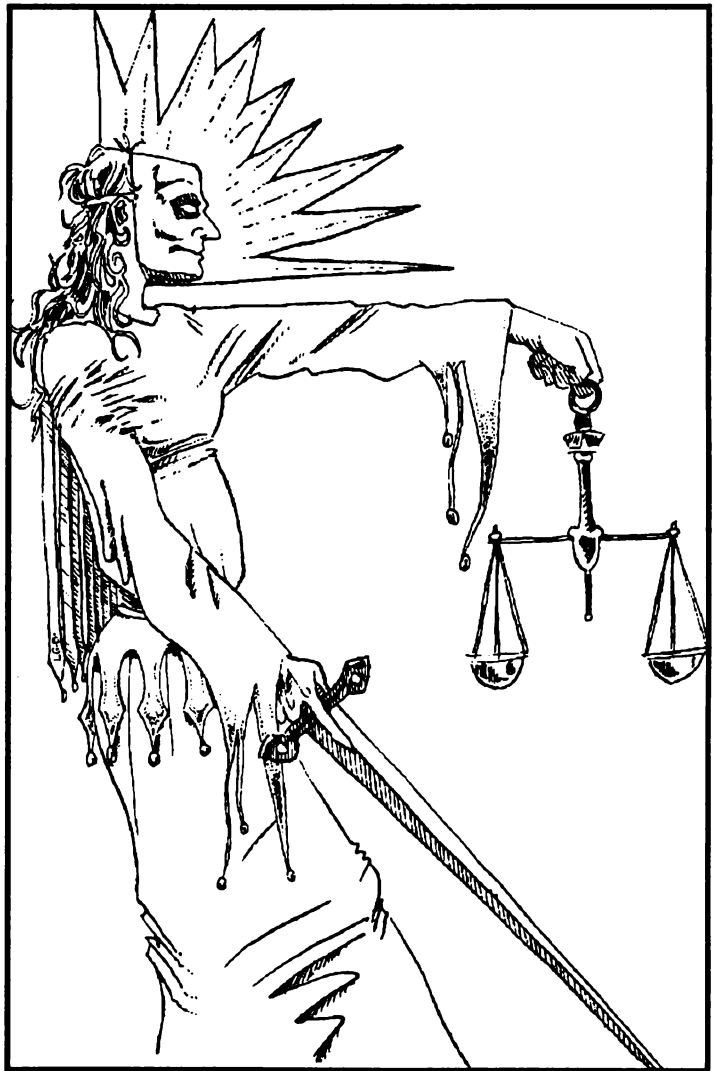
another three rounds to fill a 1-mile radius area. There will be heavy rain or blizzards (depending on climate temperature), high winds (25–60 mph), and lightning (random; anyone caught in the storm has a small risk of being hit). Caster must set the cup on the ground before casting the spell, and leave the cup on the ground during the duration of the spell (picking up the cup or knocking it over cancels the spell, although it may take several rounds for its effects to die down). The cup remains in place during the tempest, unaffected by the storm, and may be retrieved by normal means after the spell is canceled or its duration has ended.

20—Teleport Potion II (F) As *Teleport Potion I*, except range is 10 miles/lvl.

25—Healing Potion III (H) As *Healing Potion I*, except heals 20 – 200 concussion hits.

30—Transfer Potion (F) Allows caster to transfer a potion created in his Tarot Cup to another suitable container (usually a vial or other small bottle). The transferal process takes four hours; a fumble of the Transfer Potion spell destroys the effect of the potion in the Tarot Cup, thus making it necessary to spend the spell points to re-create the potion before attempting to transfer it again.

50—Road of Life (F+) As the *Road of Life* spell on the Rod Magic list.



SWORD MAGIC

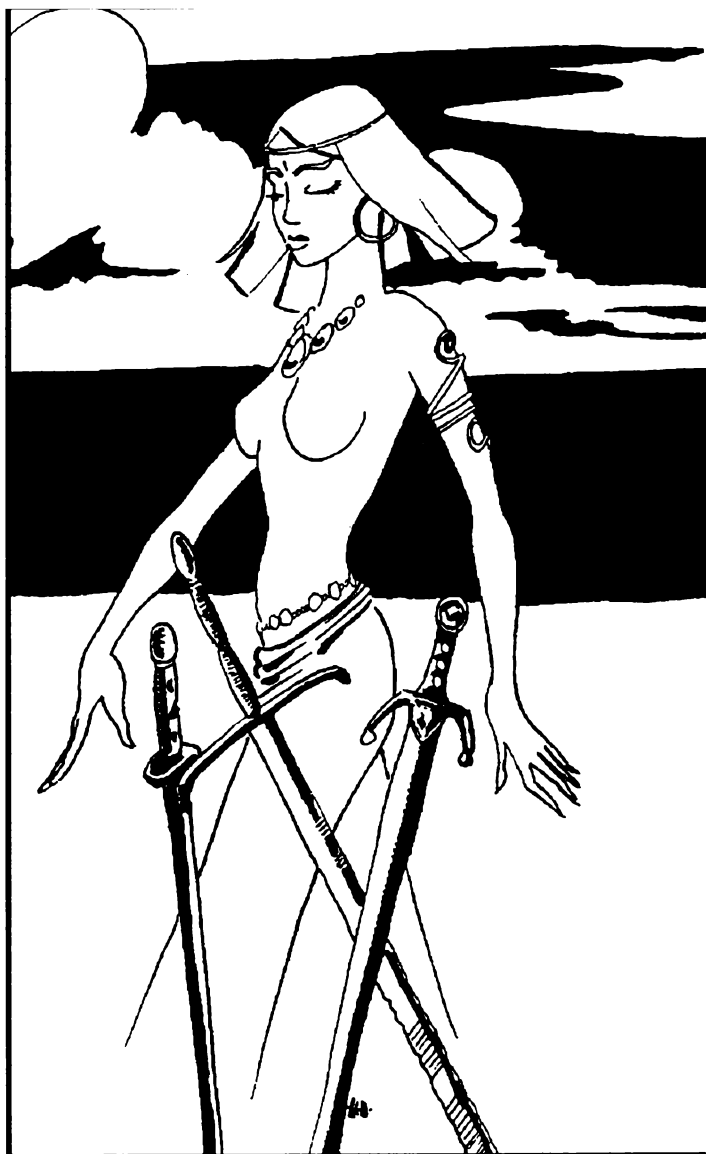
TAROTMAGE BASE

The sword symbolizes the element of air. It governs conscious mental processes, knowledge and action, and the son/energizing principle.

Note 1: All spells on this lists, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Sword. The Tarot Sword is a sword of any type personally fashioned by the caster from some appropriate metal. Creation of the sword takes a minimum of two hours per day for 1 month, during which time the caster must roll vs. his Smithing skill daily in order to create the sword. Any negative total roll indicates that the caster has damaged the sword, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the sword "enchantable" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the sword is destroyed.

Note 2: A Tarotmage may use a Tarot Sword created by someone else, but it will only be half as effective (e.g., attack at +5 instead of +10, last for 1 round/2 levels, etc.).

Note 3: If the caster uses high-quality materials, and if his Smithing skill is high enough, he may fashion a "superior" weapon (+5, +10, etc.; GM's discretion). Any superior bonuses are not cumulative with magical bonuses; one or the other must be used against an opponent.



	Area of Effect	Duration	Range
1—Attack I*	Tarot Sword	1 rd	—
2—			
3—Enchant Blade I	Tarot Sword	P	—
4—Blade of Fear	Tarot Sword	1 rd/lvl	—
5—Whirling Blade	Tarot Sword	1 rd/lvl	5'
6—Attack II*	Tarot Sword	1 rd	—
7—Blade of Sharpness	Tarot Sword	1 rd/lvl	—
8—Dancing Blade	Tarot Sword	1 rd/lvl (C)	10'
9—Sword Guess	Tarot Sword	1 question	—
10—Enchant Blade II	Tarot Sword	P	—
11—Attack III*	Tarot Sword	1 rd	—
12—Wind Blade	20'R	1 rd/lvl (C)	50'
13—Sword Commune	Tarot Sword	1 question	—
14—			
15—Blade of Seeking	Tarot Sword	10 min/lvl	100'
16—Attack IV*	Tarot Sword	1 rnd	—
17—Enchant Blade III	Tarot Sword	P	—
18—			
19—Blade of Slaying	Tarot Sword	1 rd/lvl	—
20—Sword Commune True—	Tarot Sword	1 question	—
25—Enchant Blade IV	Tarot Sword	P	—
30—Enchant Blade V	Tarot Sword	P	—
50—Road of Life†	—	P	—

1—Attack I (F*) Adds +5 to the caster's next attack with his Tarot Sword the round after this spell is cast.

3—Enchant Blade I (F) Turns the caster's Tarot Sword into a +5 magic weapon and imbues it with an empathetic intelligence. Anyone using a Tarot Sword enchanted using this spell must know this list, or they will not receive the benefits of this magical bonus.

4—Blade of Fear (F) If the caster gets a critical strike on a target while this spell is active on his Tarot Sword, the target must make an RR or flee in fear of the caster.

5—Whirling Blade (F) When this spell is cast on the caster's Tarot Sword and the sword is released, it will begin to whirl at a very high speed in the manner of a windmill blade. The caster can then control the sword within a 5' radius of himself at will. Anyone attempting to pass by the whirling blade to reach the caster must make a "very hard" maneuver roll, or suffer a 'B' slashing critical.

6—Attack II (F*) As *Attack I*, except that the bonus is +10.

7—Blade of Sharpness (F) As *Blade of Fear*, except that the sword causes a critical of 1 level higher than the actual critical delivered (an 'A' critical becomes a 'B,' a 'B' becomes 'C,' etc.; 'no critical' strikes and 'E' criticals are unaffected).

8—Dancing Blade (F) Allows the caster's Tarot Sword to leave his hand and attack a target up to 10' away. The sword has the same attack bonus as the caster. The caster must continue to concentrate while this spell is active; if he ceases concentration, the sword will hang motionless in the air. At the end of the spell duration, the sword drops to the ground if not already retrieved by the caster.

PENTACLE MAGIC

TAROTMAGE BASE

The pentacle symbolizes the element of earth. It governs the physical/material world, wealth, and the daughter/form-making principle.

Note 1: All spells on this lists, with the exception of the 50th level Road of Life spell, are cast on the caster's personal Tarot Pentacle. The Tarot Pentacle is a metal disk from 1" to 6" in diameter, personally fashioned by the caster (preferably from some sort of precious or magical material). The disk is usually inscribed with its creator's personal sigil or other meaningful symbol(s). Creation of the pentacle takes a minimum of two hours per day for 1 month, during which time the caster must roll vs. his Smithing skill daily in order to create the pentacle. Any negative total roll indicates that the caster has damaged the pentacle, and must start over from scratch. At the end of 30 successful days, the caster must perform an Alchemical Ritual to make the pentacle "enchanted" by the spells on this list. The level of the "spell," for purposes of this ritual, is considered to be 10th level; if the caster has learned this list prior to the ritual, he is also entitled to the "known spell" bonus of +10. If the ritual is unsuccessful, the pentacle is destroyed.

Note 2: A Tarotmage may use a Tarot Pentacle created by someone else, but it will only be half as effective (e.g., cure 0-5, last for 1 minute/2 levels, etc.).

	Area of Effect	Duration	Range
1—Pentacle Shield	Tarot Pent.	1 min/lvl	—
2—Pentacle Symbol I	Tarot Pent.	varies	10'
3—Pentacle Disc	Tarot Pent.	10 min/lvl	10'
4—Pentacle Knife	Tarot Pent.	1 min/lvl	—
5—Pentacle Coin I	Tarot Pent.	P	—
6—Pentacle Symbol III	Tarot Pent.	varies	10'
7—Pentacle Returning*	Tarot Pent.	—	100'
8—Pentacle Portal	3'R	1 rd/lvl	—
9—			
10—Pent. Symbol V	Tarot Pent.	varies	10'
11—Pentacle Coin II	Tarot Pent.	P	—
12—			
13—Lord Pentacle Disc	Tarot Pent.	10 min/lvl	10'
14—Pentacle Symbol VII	Tarot Pent.	varies	10'
15—Pentacle Portal True	3'R	1 rd/lvl	—
16—Pent. Return. True*	Tarot Pent.	—	1 mile
17—Pentacle Coin III	Tarot Pent.	P	—
18—			
19—Pentacle Barrier	Tarot Pent.	1 min/lvl	—
20—Pentacle Symbol X	Tarot Pent.	varies	10'
25—Pentacle Coin IV	Tarot Pent.	P	—
30—Lord Pent. Symbol	Tarot Pent.	varies	10'
50—Road of Life†	—	P	—

1—Pentacle Shield (F) Causes the caster's Tarot Pentacle to enlarge to the size of a full shield. The shield has a grip, and can be used as a normal shield; it adds +25 to the caster's DB.

2—Pentacle Symbol I (F) Allows caster to imbed a 1st level spell into his Tarot Pentacle. The pentacle is then placed onto a solid surface, where it will attach itself and become unremovable by non-magical means. The symbol can then be triggered by one of the following methods (decided by caster): time period, certain movements, certain sounds, touch, entering the 10'R around the symbol,

9—Sword Guess (I) Allows caster to mentally consult with his sword concerning a pending decision (which road fork leads to the castle, etc.). The sword will make a choice as a *Guess* spell, except that the die roll bias is 35%.

10—Enchant Blade II (F) As *Enchant Blade I*, except that the bonus is +10, and the sword is imbued with low intelligence. An *Enchant Blade I* must have been cast previously on the sword.

11—Attack III (F*) As *Attack I*, except bonus is +15.

12—Wind Blade Causes the caster's Tarot Sword to be suspended in the air (within 50' of himself) and vibrate rapidly as long as he concentrates. The vibrations cause the 20'R around the sword to be filled with a strong wind which has the following effects: cuts all movement through the radius by 75%; anyone in the radius must make a successful 'medium' maneuver roll or lose grip on object in their hands, causing the objects to be blown randomly outside the radius; anyone inside the radius during the first round of the spell must make an RR or take a 'B' impact critical. The caster is immune to the effects of the wind.

13—Sword Commune (I) Allows caster to mentally commune with his sword to receive a yes-or-no answer to one question on a very specific topic.

15—Blade of Seeking (F) Allows caster to attune his Tarot Sword to any being with whom the caster is familiar, or has had described to him in detail. The caster must hold the sword in his hand; if the being comes within 100' of the blade during the spell's duration (regardless of whether the being can be seen or not), the sword will give a strong 'tug' on the caster's hand. If the caster releases the sword, it will attempt to reach the being and attack it (use caster's OB). The sword cannot travel through walls or other objects, but it will seek out openings which allow it to reach its target. The sword will act intelligently, attempting to ambush its target if possible. The caster need not see the sword in order for it to attack, but he must be within 100' of the sword. After making 1 attack, whether or not the attack is successful, the sword will return to the caster.

16—Attack IV (F*) As *Attack I*, except bonus is +20.

17—Enchant Blade III (F) As *Enchant Blade I*, except bonus is +15 and the sword is imbued with a medium intelligence. An *Enchant Blade II* must have been cast previously on the sword.

19—Blade of Slaying (F) As *Blade of Fear*, except delivers a 'Slaying' critical to the target.

20—Sword Commune True (I) As *Sword Commune*, except caster can receive a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).

25—Enchant Blade IV (F) As *Enchant Blade I*, except bonus is +20 and the sword is imbued with high intelligence. An *Enchant Blade III* must have been cast previously on the sword.

30—Enchant Blade V (F) As *Enchant Blade I*, except bonus is +25 and the sword is imbued with very high intelligence. An *Enchant Blade IV* must have been cast previously on the sword.

50—Road of Life (F†) As the *Road of Life* spell on the Rod Magic list.

etc. The symbol is canceled when a being fails a RR against it. After the symbol has been triggered, the pentacle can be manually removed from the surface.

3—Pentacle Disc (F) Causes the caster's Tarot Pentacle to expand to a diameter of 2', and float about 3' off the ground. The pentacle disc can hold any number of items that will fit together on the disk and weigh no more than 50 lbs. collectively. The caster may mentally control the direction of movement of the disk within 10' of himself. The disc can move at a rate of up to 10 mph.

4—Pentacle Knife (F) Causes caster's Tarot Pentacle to expand or contract (depending on its normal size) to a diameter of about 3", and to be edged with sharp protrusions. The pentacle knife can then be thrown at a target; use the shuriken table and the caster's skill in Thrown Weapon: Shuriken to determine damage done in combat.

5—Pentacle Coin I (F) Causes the caster's Tarot Pentacle to shrink to coin size. It then divides; half of the pentacle returns to its normal size and detail, the other becomes a copper coin. This spell is usable only once per day.

6—Pentacle Symbol III (F) As *Pentacle Symbol I*, except spells of up to 3rd level may be imbedded.

7—Pentacle Returning (F*) Causes the caster's Tarot Pentacle to fly through the air and return to his hand from up to 100' away. There can be no intervening barriers.

8—Pentacle Portal (F) Caster may open a round portal through a solid surface by placing his Tarot Pentacle in the center of the desired portal area and casting this spell. The portal can be up to 3'R in width and 3' in depth. Once the portal has been closed, the caster will be able to retrieve the pentacle from his own side.

10—Pentacle Symbol V (F) As *Pentacle Symbol I*, except spells of up to 5th level may be imbedded.

11—Pentacle Coin II (F) As *Pentacle Coin I*, except a bronze coin is created.

13—Lord Pentacle Disc (F) As *Pentacle Disc*, except disc is 5' in diameter and can carry up to 200 lbs.

14—Pentacle Symbol VII (F) As *Pentacle Symbol I*, except spells of up to 7th level may be imbedded.

15—Pentacle Portal True (F) As *Pentacle Portal*, except caster can portal through surface of up to 5'/level.

16—Pentacle Returning True (F*) As *Pentacle Returning*, except that the pentacle teleports back to the caster (i.e., can pass through intervening barriers), and range is 1 mile.

17—Pentacle Coin III (F) As *Pentacle Coin I*, except a silver coin is created.

19—Pentacle Barrier (F) When the caster's Tarot Pentacle is set edgewise on the ground (imbedded in the firm soil, a floor crack, etc.) and this spell is cast, the pentacle will grow into a semi-circular wall of up to 20' in width and 10' in height. If the pentacle is positioned in a doorway, between two parallel walls, etc., the pentacle wall will wedge itself into these side surfaces; otherwise, the barrier can be passed by walking around it. The barrier cannot be toppled, and is made of a super-hard metal material that cannot be broken through using normal tools or weapons.

20—Pentacle Symbol X (F) As *Pentacle Symbol I*, except spells of up to 10th level may be imbedded.

25—Pentacle Coin IV (F) As *Pentacle Coin I*, except a gold coin is created.

30—Lord Pentacle Symbol (F) As *Pentacle Symbol I*, except spells of up to 20th level may be imbedded.

50—Road of Life (F‡) As the *Road of Life* spell on the Rod Magic list.

MINOR ARCANA MAGIC

TAROTMAGE BASE

The Minor Arcana, in all its seeming simplicity, embodies the valuable lessons we all must learn in this life. The Angel of the Tarot may appear to bestow her gifts capriciously, but in the end we can be assured that she has made the wisest choice to teach us that which we most need to know.

Note 1: *The Minor Arcana consists of 56 cards—four suits of fourteen cards each. Each suit consists of ten numbered cards (ace – ten) and four court cards (King, Queen, Prince, and Princess). In order to use the spells on this list, the caster must have created and hand-painted the necessary cards, although he need not have an entire deck in order to use some of the cards. All four cards of a given number must be completed, however, in order to cast the denomination's associated spell. Each card takes 1 week to create. The cards can be crude in appearance if the caster's Paintingskill is low, but if the caster has no Painting skill when creating cards, he must add his negative Painting modifier to the chance for spell fumble when using those cards.*

Note 2: *Minor Arcana Magic spells are cast in the following manner: The caster begins by removing the four cards of the spell type he is casting (aces for Ace Magic, fives for Five Magic, etc.). The cards are placed face-down and mixed while the spell caster throws the spell. Next, one of the four cards is drawn by the "querent", which may be the caster himself or another person. Each group of cards centers around a general theme; the exact effects of the spell are determined by the suit of the card drawn by the querent (if no player has a tarot deck on hand, D4 determines the suit: 1=rods, 2=cups, 3=swords, 4=pentacles). Each querent may "consult" a given Minor Arcana card group only once per day; additional "consultations" will yield nothing (and waste spell points).*

Note 3: *Unless otherwise specified, the effects of the card begin the round after the card is drawn.*

Note 4: *Unless the caster utilizes the 30th level Minor Arcana Mastery spell, each querent can only be under the influence of one card at a time.*

Note 5: *The querent need have not Attunement or Runes skill. Any spell released by the querent is the result of the Minor Arcana Magic spell.*

Note 6: *The card interpretations used in this list are based on those put forth by the esoteric order known as the Golden Dawn. As interpretations of the cards may vary, players who are also students of tarot may wish to re-write this list to reflect their personal views on the cards' symbolism.*



	Area of Effect	Duration	Range
1—			
2—Ace Magic	1 querent	—	—
3—			
4—Two Magic	1 querent	10 min/lvl	—
5—			
6—Three Magic	1 querent	1 rd/lvl	—
7—			
8—Four Magic	1 querent	1 rd/lvl	—
9—			
10—Five Magic	1 querent	24 hrs.	100'
11—			
12—Six Magic	1 querent	24 hrs.	100'
13—			
14—Seven Magic	1 querent	1 min/lvl	100'
15—			
16—Eight Magic	1 querent	1 rd/lvl	—
17—			
18—Nine Magic	1 querent	1 rd/lvl	—
19—			
20—Ten Magic	1 querent	24 hrs.	—
25—Tarot Servant	—	1 rd/lvl	—
30—Min. Arcana Mastery	Tarot deck	—	—
50—Tarot Mentor	1 querent	P	—

2—Ace Magic (F) Querent is affected by one of the following spells:

Ace of Rods: Root of Fire. Speed I (Monk Base List: Evasions).

Ace of Cups: Root of Water. Calm I (Closed Channeling List: Calm Spirits).

Ace of Swords: Root of Air. Combat I (Beastmaster Base List: Combat Enhancement).

Ace of Pentacles: Root of Earth. Sleep (Mentalist Base List: Mind Control)

4—Two Magic (F) Adds +5 to one of the querent's Social skills.

Two of Rods: Dominion. +5 to Leadership.

Two of Cups: Love. +5 to Seduction.

Two of Swords: Peace Restored. +5 to Diplomacy.

Two of Pentacles: Change. +5 to Gambling.

6—Three Magic (F) Affects one of the following for the querent while in combat:

Three of Rods: Established Strength. Adds +5 to the querent's OB.

Three of Cups: Abundance. If the querent is disarmed during combat, another weapon—an exact duplicate of the querent's original weapon—will immediately appear in the querent's hand. This will continue for the duration of the spell. Duplicate weapons will disappear if the caster releases his grip on them. All duplicate weapons disappear at the spell's end.

Three of Swords: Sorrow. Demoralizes querent's opponent, who is at -5 OB.

Three of Pentacles: Material Works. Gives querent's weapons a +5 magical bonus; this bonus is not cumulative with any other magical bonuses.

8—Four Magic (F) Affects the querent's spell casting or spell defense.

Four of Rods: Perfected Work. Prevents the querent from fumbling spells cast with required preparation time. Halves the failure chance for spells requiring ESF.

Four of Cups: Blended Pleasure. Delays the effects of a spell that has been successfully cast on the querent. Querent is aware of the type

of spell which will affect him, but he cannot keep the spell from working. The spell effects are delayed 2 rounds.

Four of Swords: Rest from Strife. Adds +5 to the querent's RRs.

Four of Pentacles: Earthly Power. Adds +5 to the querent's BARs.

10—Five Magic (F) Allows the querent to place a limited "curse" on a target of the querent's choosing. The querent must be within 100' and be able to see his target; he then "wills" the curse to be active. The querent has 24 hours after drawing his card to locate his target and release the curse.

Five of Rods: Strife. Causes querent's target to take 5 – 50 concussion hits of damage.

Five of Cups: Loss in Pleasure. Places the querent's target into a deep depression for one day. This will cause the target to initiate no action.

Five of Swords: Defeat. Causes the querent's target to receive -10 to his OB and DB bonuses during his next combat.

Five of Pentacles: Material Trouble. Causes all coins and non-magical gems being carried by the querent's target to disintegrate to dust.

12—Six Magic (F) As *Five Magic*, except querent bestows a limited "blessing" on his target.

Six of Rods: Victory. Causes querent's target to receive +10 to both his OB and DB bonus in his next combat.

Six of Cups: Pleasure. Places the querent's target in a very positive, happy frame of mind for one day. The target receives the following benefits: healing rate is doubled (healing spells have 2x effect), and +10 to all RRs vs. spells negatively affecting the target's emotions.

Six of Swords: Earned Success. Adds +15 to all of the target's trading skills for one day.

Six of Pentacles: Material Success. Causes 1 – 10 silver pieces to appear in the target's purse.

14—Seven Magic (F) Allows the querent to select a point within 100', on which a 5'R trap will be centered.

Seven of Rods: Valor. Each person entering the trap radius is attacked by a 5th level wild animal. If a person exits the radius, the animal it was fighting will disappear. If a person defeats his animal, he may proceed without incident. At the end of the spell duration, all animals disappear.

Seven of Cups: Illusory Success. Teleports anyone who steps into the radius 1 mile in a random direction (but remaining at ground level).

Seven of Swords: Unstable Effort. The surface of the trap is covered by a very slick, transparent material. Anyone entering the radius must make an Agility roll each round or fall. Reduces normal movement by 90%; any attempt to move faster triples the chance of slipping and falling.

Seven of Pentacles: Success Unfulfilled Creates a 10' deep pit trap in the trap radius, hidden by an illusion of normal ground. The illusion remains for the duration of the spell.

16—Eight Magic (F) Affects the querent's defensive abilities.

Eight of Rods: Swiftess. Adds +15 to the querent's DB.

Eight of Cups: Abandoned Success. Lowers morale of querent's target; each time the querent hits, there is a 50% chance the target will flee.

Eight of Swords: Shortened Force. Subtracts -15 from the OB of one of the querent's attackers.

Eight of Pentacles: Prudence. Adds +15 to the querent's parry (querent must be parrying at least at +5).

18—Nine Magic (F) Affects the querent's offensive capabilities.

Nine of Rods: Great Strength. Adds +15 to querent's OB.

Nine of Cups: Happiness. Adds +15 to the querent's morale.

Nine of Swords: Despair and Cruelty. Raises querent's critical strikes 1 level ('A' to 'B,' etc.; 'E' becomes 'Slaying').

Nine of Pentacles: Gain. Adds +15 to the querent's initiative.

MAJOR ARCANA MAGIC

TAROTMAGE BASE

The Major Arcana is much more than a set of cards—to unlock its mysteries is to understand the very nature of the universe. The complex glyphs and symbols inscribed upon each card describe powerful archetypal forms which can be fleetingly “brought to life” and controlled by an adept student of the tarot.

Note 1: All spells on this list require that the caster use his personal Tarot deck. Creation of each card takes a minimum of 1 week plus the level of the card (not the level of the spell; The Fool is level 0, The Magician level 1, etc.). Thus, creating an entire 22 card set requires 253 weeks. The cards can be crude in appearance if the caster's Painting skill is low, but if the caster has no Painting skill when creating cards, he must add his negative Painting modifier to the chance for spell fumble when using those cards.

Note 2: Casting of each Major Arcana spell requires the usual preparation rounds. On the last round of preparation, the caster throws the card of the Tarot persona being invoked on the ground. The card then transforms into the physical presence of the persona. When the spell ends, the persona reverts to card form, which the caster must then retrieve via normal means. The caster must concentrate to control the persona; loss of concentration cancels the spell.

Note 3: The Tarot persona may never leave the caster's visual range, nor may it be farther away from the caster than 10'/lvl.

Note 4: Any damage taken or power points spent by the Tarot persona will regenerate in 24 hours. Should the caster recall the persona a second time before the 24 hour period has passed, that persona will be at its earlier level of power points and hits.

Note 5: Each persona constitutes an actual physical presence which combines some of the essence of the caster with universal, archetypal forms. Any power points expended by the persona are also expended by the caster, though the caster himself need not know the specific spell being cast by the persona. The caster does not take damage as the Tarot persona takes damage, but if the persona is killed (i.e., its hit points reach zero), the caster will take 50% of his total hits, and must make an RR vs. the level of the attacker or be knocked unconscious. The cards of Tarot personas that are killed are destroyed, and must be recreated.

Note 6: Major Arcana Magic personas have the same initiative as the caster. They prepare and cast spells and make resistance rolls at their own level.

Note 7: Only The Fool and The Hanged Man can speak. All other persona communicate mentally with the caster.

Note 8: The duration of all Major Arcana Magic spells is 2 rds + 1 rnd/level of the caster.

20—Ten Magic (F) Allows querent to cast one of the following spells at will (one time only) within 24 hours of drawing the card.
Ten of Rods: Oppression. Querent may cast the Sorcerer Soul Destruction Subjugation spell.

Ten of Cups: Perfected Success. Querent may cast the Monk Body Reins Concentration V spell.

Ten of Swords: Ruin. Querent may cast the Warlock Revenging Law Family Curse I spell.

Ten of Pentacles: Wealth. Querent may cast the Bard Item Lore Item Analysis V spell.

25—Tarot Servant (F) Creates a personification of a Minor Arcana court card drawn by the querent. The tarot servant will not fight in hand-to-hand combat, but it will follow all other directions given to it by the querent to the best of its ability. If harmed in any way, the tarot servant is dispelled. All tarot servants speak, but none possess any special knowledge. Each of the different cards has one special ability:

King of Rods. May cast a *Wall of Fire* spell at will.

King of Cups. Radiates a constant *Calm* aura within a 10'R.

King of Swords. Radiates a constant *Inspirations II* within a 10'R.

King of Pentacles. Possesses all Trading skills at +75.

Queen of Rods. Possesses Diplomacy and Seduction skills at +75.

Queen of Cups. May cast a *Glamour I* spell at will.

Queen of Swords. Possesses General Perception skill at +75.

Queen of Pentacles. Has the ability to communicate perfectly (10 ranks) in the querent's language, and +25 (level 3) in all other languages.

Prince of Rods. Exceptionally strong; +75 to rolls involving brute strength.

Prince of Cups. May commune with a demon to receive an answer to one yes/no question.

Prince of Swords. May cast an *Erosions* spell at will.

Prince of Pentacles. Possesses all Leadership and Tactical skills at +75.

Princess of Rods. May cast a *Pyrokinesis II* spell at will.

Princess of Cups. May cast a *Charm Kind* spell at will.

Princess of Swords. Possesses Pick Pockets skill at +75.

Princess of Pentacles. May casting a *Healing 5 – 50* spell at will.

30—Minor Arcana Mastery (F) Allows caster to combine effects of multiple cards for one querent. The number of cards to be “drawn” is determined by the caster beforehand; the effects of all cards take effect simultaneously one round after the last card is drawn. Caster must expend both the spell points for this spell, and for each of the card types drawn. This spell does not allow the querent to draw more than one card of any one type.

50—Tarot Mentor (F) Allows querent to draw from the court cards; the card drawn becomes the querent's permanent “mentor.” The mentor card is a sort of advisor/teacher/ guardian angel. A character may only have one mentor. The mentor will have the same special ability as given for the cards in the Tarot Servant spell. It will appear at random times in different forms, and as frequently or infrequently as it chooses. The mentor may appear in a physical form to the querent, or in a dream, or as a voice, etc. The mentor will base its actions on what it believes will teach the querent the most valuable lesson, even to the apparent detriment of the querent. To the querent, it may seem as though the mentor behaves chaotically, but the mentor may be basing its actions within the framework of a “grander plan” beyond the scope of the querent's understanding. The querent has no power to force the mentor to show itself. Anyone may have a tarot mentor, but Tarotmages are likely to be hesitant to throw the spell for the benefit of anyone other than another Tarotmage.

	Area of Effect	Duration	Range
1—The Fool	—	V	—
2—The Magician	—	V	—
3—The High Priestess	—	V	—
4—The Empress	—	V	—
5—The Emperor	—	V	—
6—The Hierophant	—	V	—
7—The Lovers	—	V	—
8—The Chariot	—	V	—
9—Justice	—	V	—
10—The Hermit	—	V	—
11—Wheel of Fortune	—	V	—
12—Strength	—	V	—
13—The Hanged Man	—	V	—
14—Death	—	V	—
15—Temperance	—	V	—
16—The Devil	—	V	—
17—The Tower	—	V	—
18—The Star	—	V	—
19—The Moon	—	V	—
20—The Sun	—	V	—
25—Judgement	—	V	—
30—The World	—	V	—
50—Major Arcana Mastery	—	V	—

1—The Fool (F) Creates an apprentice level male Bard persona with the following statistics: Hits: 10; OB dagger, +15; AT/1(0). The Fool commands the following skills: Singing, +10; Play Lute, +10; Poetic Improvisation, +5.

2—The Magician (F) Creates a 1st level male Magician persona with the following statistics: Hits: 15; OB dagger, +20; AT/1(5); PP: 2. The Magician can cast the following 1st level spells: *Enchanted Rope* (Earth Law), *Sleep V* (Spirit Mastery).

3—The High Priestess (F) Creates a 2nd level female Shaman Persona with the following statistics: Hits: 20; OB Mace, +20; AT/1(10); PP: 4. The High Priestess can cast the following spells: 1st level: *Guess* (Visions), *Projected Light* (Light's Way); 2nd level: *Protection I* (Spell Defense).

4—The Empress (F) Creates a 3rd level Animist persona with the following statistics: Hits: 25; OB Mace, +25; AT/1(15); PP: 6. The Empress can cast the following spells: 1st level: *Plant Lore* (Plant Mastery), *Animal Sleep I* (Animal Mastery); 2nd level: *Calm I* (Calm Spirits); 3rd level: *Herb Finding* (Herb Mastery).

5—The Emperor (F) Creates a 4th level male Rogue persona with the following statistics: Hits: 40; OB Broadsword, +40; AT/8(35). The Emperor has a high presence, and projects a strong air of confidence and leadership, thus adding +5 to the morale of all allies.

6—The Hierophant (F) Creates a 5th level male Cleric persona with the following statistics: Hits: 25; OB Mace, +30; AT/6(20); PP: 10. The Hierophant can cast the following spells: 1st level: *Repel Undead V* (Repulsions), *Heal 1–10* (Concussion's Ways); 5th level: *Stunning* (Channels).

7—The Lovers (F) Creates two 3rd level personas: a female Healer and a male Lay Healer. Each has the following statistics: Hits: 30; OB Rank 1 Martial Arts Sweeps/Throws, +25; AT/1(25); PP: 6. The Healer can cast the following spells: 1st level: *Heal 1–10* (Surface Ways); 2nd level: *Muscle Repair* (Muscle Ways); 3rd level: *Tendon Repair* (Muscle Ways); plus Transferring Ways to 3rd level. The Lay Healer can cast the following spells: 1st level: *Heal 1–10* (Concussion Mastery); 2nd level: *Minor Fracture Repair* (Bone Mastery); 3rd level: *Cut Repair I* (Blood Mastery).

8—The Chariot (F) Creates a 7th level male Fighter persona who fights from a chariot; he has the following statistics: Hits: 45; OB Broadsword, +50 (both in the chariot and on foot); AT/14(40). The chariot has two horses which do not fight, but have 100 hit points each. The Charioteer has a high presence and projects a strong air of confidence and leadership, thus adding +10 to the morale of all allies.

9—Justice (F) Creates an 8th level female Paladin persona with the following statistics: Hits: 50; OB Two-handed Sword, +50; AT/14(25); PP: 8. The servant of Justice can cast the following spells: 1st level: *Laying on Hands I* (Laying on Hands), *Repel Undead III* (Spell Breaker); 2nd level: *Inspirations I* (Inspirations); 5th level: *Attack +25* (Arm's Way).

10—The Hermit (F) Creates a 9th level male Seer persona with the following statistics: Hits: 30; OB Rank 1 Martial Arts Strikes, +35; AT/1(30); PP: 18. The Hermit can cast the following spells: 1st level: *Presence* (True Perception), *Question I* (Mind Visions); 3rd level: *Vision Behind* (Past Visions); 6th: *Mind Typing* (Mind Visions), *See Invisible* (True Sight).

11—Wheel of Fortune (F) Creates a 10th level female Illusionist persona with the following statistics: Hits: 30; OB dagger, +40 and *Strike* (2nd level Feel-Taste-Smell spell), +50; AT/1(35); PP: 20. The servant of Fortune can cast the following spells: 1st level: *Sound Mirage* (Sound Modeling), *Smell Mirages* (Feel-Taste-Smell); 2nd level: *Strike* (Feel-Taste-Smell); 3rd level: *Taste Mirage* (Feel-Taste-Smell); 5th level: *Feel Mirage* (Feel-Taste-Smell); 6th level: *Illusion V* (Illusion Mastery). She brings with her the spirit of good fortune, adding +5 to the Luck rolls of all allies.

12—Strength (F) Creates an 11th level female Noble Warrior persona with the following statistics: Hits: 55; OB, Two Weapon Combo (Mace and Long Sword), +50 each; AT/16(35); PP: 11. The servant of Strength can cast the following spells: 4th level: *Singing Strike* (Noble Weapons); 6th level: *Lesser Strike* (Noble Weapons); 7th level: *Lesser Hammer Strike* (Noble Weapons).

13—The Hanged Man (F) Creates a 12th level male Magus persona with the following statistics: Hits: 35; OB Dagger, +45; AT/2(35); PP: 24. The Hanged Man can cast the following spells: 1st level: *Calm* (Command Words); 5th level: *Great Command I/Compassion* (Command Words); 7th level: *Glamour* (Power Words), *Text Analysis II* (Linguistics).

14—Death (F) Creates a 13th level male Necromancer persona with the following statistics: Hits: 35; OB *Darkbolt I* (3rd level Dark Law spell), +50; AT/2(35); PP: 26. The servant of Death can cast the following spells: 3rd level: *Darkbolt I* (Dark Law); 6th level: *Minor Death* (Death Mastery); 8th level: *Fog of Darkness* (Dark Law); 11th level: *Greater Death* (Death Mastery).

15—Temperance (F) Creates a 14th level female Warrior Monk persona with the following statistics: Hits: 80; OB Rank 4 Martial Arts Strike and Sweeps/Throws, +100 each; AT/1(80). The persona cannot be made to intentionally fight an opponent to the death; instead, the servant of Temperance will work to subdue her target. She commands the following skills: all Disarm skills (armed and unarmed), +50; Subduing, +30; all Adrenal Moves, +40; all Gymnastics skills, +25. She also continually radiates an aura of peace and balance; all within a 20' radius must make an RR vs. a *Calm I* spell at 5th level or become calmed.

16—The Devil (F) Creates a 15th level male Warlock persona with the following statistics: Hits: 45; OB Dagger, +45; AT/2(35); PP: 30. The Devil can cast the following spells: 8th level: *Changeling IV* (Changeling); 9th level: *Bone Break II* (Doom's Law), *Look of Disfigure III* (Evil Eye); 10th level: *Skin Burn II* (Doom's Law); 15th level: *Bleeding V* (Doom's Law).

VAMPYRIC MAGICKS

SPECIAL

Note: *Vampyric Magicks* is a better way to represent vampyric powers than the Evil Mentalist's spell lists mentioned in C&T. Most vampires don't know Evil Mentalist lists, but only this spell list. Vampire Lords usually have other spell abilities as well; evil Mentalist lists are merely one possibility. Vampires should receive between 2 to 4 Power Points per level. Vampires may cast spells up to their level in potency. A vampire will not necessarily know every spell on this list, only those which are appropriate for the culture (GM's discretion).

If the GM wishes, spells marked with a "+" require a vampire to make eye contact with his intended victim. Consider this to be an "Influence and Interaction" type Static Action. Suggested modifiers are +5 per level of the vampire, added together with the maneuver difficulty (e.g., a Routine (+30) maneuver if target is caught completely by surprise; Medium (+0) if target is unaware of the danger posed by the vampire; Very Hard (-20) if target is wary; Sheer Folly (-50) if target actively avoids eye contact; etc.).

	Area of Effect	Duration	Range
1—Detect "Holy" s * •	10'/lvl R. target	—	self
2—Charm * †	self	1 hour/lvl	100'
3—Fairseeming *	target	1 hour/lvl	self
4—Suggestion * †	target	1 task	10'
5—Fear * •	target	1 min/10% f.	100'
6—Hamper * †	target	C	100'
7—Fog Shroud *	100'/lvl R.	10 min/lvl	100'
8—Subjugation * †	target	C	100'
9—Long Door * (•)	self	—	5'/lvl
10—Beast Form * •	self	1 hour/lvl	self
11—Command Beast *	varies	10 min/lvl	100'/lv
12—Domination * †	target	V(C)	100'
13—Terror *	10'/lvl R.	1 min/10% f.	self
14—Kin Slayer *	1 relative	V	100'
15—Mist Form * •	self	10 min/lvl	self
16—Mass Charm *	1 target/lvl	1 hour/lvl	100'
17—Mind Slave * †	target	V	100'
18—Returning * •	self	—	self
19—Slayer *	target	V	100'
20—Anti-Repulsions *	varies	1 min/lvl	self
25—Mass Fear *	1 target/lvl	1 min/10% f.	100'
30—Mass Hamper *	1 target/lvl	C	100'
50—Reconstitute Form s * •	self	—	self

1—Detect "Holy" (PIS*•) Detects any "Holy" item/person/place within a 10' per level radius around the caster. The definition of what constitutes "Holiness" is up to the GM, but generally it can be taken to mean good channeling use, Repulsions, or anything diametrically opposed to the Unlife or Vampirism.

2—Charm (M*†) RR Mod: -10 Target believes the caster is a good friend. If the GM wishes, eligible targets can be limited to humanoids, sentient Unlife, and beings from the race of which the caster was a member prior to becoming a vampire.

3—Fairseeming (EP*) The Vampire appears as he did in his previous life (before becoming Undead). Under this illusion he will seem to be alive, healthy, and a member of his former race when examined by any of the five senses and even magical detections. The caster will also seem to be his former level and profession.

17—The Tower (F) Creates a 16th level male Sorcerer persona with the following statistics: Hits: 50; OB *Lightning Bolt* (10th level Light Law spell), +55; AT/2(35); PP: 48. The Tower can cast the following spells: 10th level: *Lightning Bolt* (Light Law); 11th level: *Shatter* (Solid Destruction); 13th level: *Unstone* (Solid Destruction); 14th level: *Undoor True* (Solid Destruction); 15th level: *Mind Break* (Mind Destruction).

18—The Star (F) Creates a 17th level female Astrologer persona with the following statistics: Hits: 55; OB *Shock Bolt* (5th level Starlights spell), +60; AT/2(35); PP: 34. The Star can cast the following spells: 2nd level: *Dream I* (Holy Vision); 3rd level: *Light* (Starlights); 4th level: *Light Eruption* (Starlights); 5th level: *Shock Bolt* (Starlights); 7th level: *Anticipation* (Time's Bridge); 10th level: *Vision Behind* (Time's Bridge). The Star emanates an aura of hope, adding +15 to the morale of all allies.

19—The Moon (F) Creates an 18th level, grey-based female Moon Mage persona with the following statistics: Hits: 60; OB *Katana*, +65 and *Moon Beam* (6th level Moon Mastery spell), +65; AT/10(40); PP: 36. The Moon can cast the following spells: 1st level: *Moon Shade* (Moon Mastery); 4th level: *Moon Bath* (Moon Mastery); 13th level: *Mood Swing V* (Moon Madness), *Mass Distraction* (Confusing Ways); 14th level: *Word of Fear* (Confusing Ways).

20—The Sun (F) Creates a 19th level male Crystal Mage persona with the following statistics: Hits: 70; OB *Broadsword*, +70 and *Crystal Bolt* (12th level Crystal Mastery spell), +50 and *Fire Bolt* (7th level Fiery Ways spell), +75; AT/2(40); PP: 38. The Sun can cast the following spells: 7th level: *Fire Bolt* (Fiery Ways); 12th level: *Crystal Bolt* (Crystal Mastery), *Heat Armor 10'* (Fiery Ways), *Enchant Earth V* (Deep Earth Healing); 14th level: *Circle Flame* (Fiery Ways); 16th level: *Metal Fires* (Fiery Ways).

25—Judgment (F) Creates a 20th level female Sage persona with the following statistics: Hits: 75; OB *Dagger*, +70; AT/2(40); PP: 50. The servant of Judgment can cast the following spells: 13th level: *Weigh Decision III* (Lore's Master), *Mind's Lore V* (Absorb Knowledge); 20th level: *Correlations III* (Lore's Master). In addition, she commands the following skills: General Perception, +90; Lie Perception, +75; Philosophy/Religion (all), +25.

30—The World (F) Creates a 21st level female Archmage persona with the following statistics: Hits: 100; OB *Mace*, +75; AT/2(50); PP: 63. The World can cast the following spells: 5th level: *Nodeguide* (Earthblood's Ways); 7th level: *Ethereal Room* (Ethereal Mastery); 11th level: *Earth Might* (Earthblood's Ways), *Weak Elemental* (Entity Mastery); 13th level: *Stonewall True* (Stone Lore); 14th level: *Whirlwind* (Wind Law); 17th level: *Wind of Flame* (Mana Fires); 18th level: *Calm Water True* (Water Law); 20th level: *Rain Call* (Weather Ways).

50—Major Arcana Mastery (F) Allows the use any of the lower level spells on this list at will to create and control multiple tarot personas simultaneously (i.e., throw down multiple cards), up to 1 card per 10 levels of the caster.

Jeannette Roth

4—Suggestion (M*†) RR Mod: -10 Target will obey a single suggested command that is not completely alien to his nature (e.g., no suicide, no blinding himself, etc.).

5—Fear (M*•) RR Mod: -10 Target fears the caster and attempts to flee.

6—Hamper (M*†) RR Mod: -10 Target is restricted to 25% of normal actions.

7—Fog Shroud (F*) Caster causes a fog to arise which obscures nearly all vision into and throughout the area of effect. Visibility is cut down to about one foot. Visual perception beyond that range is resolved at -100.

8—Subjugation (M*†) RR Mod: -10 Target must obey the caster's commands. Any order which is completely alien to the target (e.g., suicide, blinding, etc.) allows him to make another RR.

9—Long Door (F*[•]) Caster teleports to a point up to 5 feet per level distant, through any intervening barriers. The vampire cannot materialize in the same space as another physical object; if this situation arises, the *Long Door* simply does not work (although the PPs required for casting this spell are still spent). A vampire primarily uses this spell to enter and leave his buried coffin (in which case no PPs need be spent). In any other circumstance besides exit and entrance of his grave, this spell costs 9 PPs to utilize.

10—Beast Form (F*•) Caster assumes the form of any one type of animal or monster which is culturally appropriate (e.g., rat, bat, cat, wolf, tiger, hippogriff, ki-lin, scylla, and so on). The vampire receives all physical (including, but not limited to attack, defense, size, mass, movement, etc.) and magical abilities of the beast. Usually, a vampire will only be able to change into one type of beast, for instance a bat. If the vampire is "slain" in this form, he reverts to his normal countenance. It is strongly suggested that PC vampires (if such exist) not be allowed to change into monsters. After all, the mere thought of a PC vampyric dracolich is anathema to most games.

11—Command Beast (M*) RR Mod: -20 The vampire draws to himself creatures corresponding to his culturally appropriate *Beast Form*, if any are within the spell's range. He may command them in any fashion and they will understand and obey without delay. Caster can summon and control up to double his level in levels of the appropriate beast.

12—Domination (M*†) RR Mod: -10 As *Subjugation*, except that when the vampire ceases to concentrate, target becomes a "living zombie" unable to act independently. Target will follow simple, unambiguous orders previously given by the vampire. On any subsequent round that the caster concentrates, target must obey his will. Target is allowed one RR per day to overcome the vampire's *Domination*.

13—Terror (M*) As *Fear*, except affects all targets within a 10' per level radius of the caster. In addition, target incurs a -1 modifier to all actions for every 1% by which he failed his Resistance Roll. For example, if a target fails his RR by 25%, he would then operate at -25. Finally, how badly a target fails his RR determines the overall effect. Failure by 01 to 50 means that the target flees in abject terror; missing a RR by 51 to 100 indicates that the target is paralyzed with fear; and failure by more than 100 scares the target to death. In this latter instance, the spell's duration becomes "—" instead.

14—Kin Slayer (M*) RR Mod: -20 The vampire causes the death of a blood relative (may also be related by marriage — GM discretion). Caster receives sustenance from this death. The targeted kin loses 1 point of constitution every hour until dead or the curse is removed. People who die in this fashion may (or may not) become a lesser vampire, at the caster's whim.

15—Mist Form (F*•) Caster assumes a gaseous, misty form. Only magic can harm his Mist Form; normal attacks have no effect. The vampire in this form may go anywhere a gas can seep. Consider this Mist Form has an Armor Type of 1, a Defensive Bonus of 100, and a Movement Rate of 50' per round. High winds might hinder or aid a gaseous vampire's movement if the GM wishes. If the vampire is "slain" in this form, he reverts to his normal form.

16—Mass Charm (M*) As *Charm*, except that the vampire may affect as many targets as he has levels.

17—Mind Slave (M*†) As *Domination*, except that the caster need not concentrate in order to command the target.

18—Returning (F*•) Caster is returned via teleportation to a predesignated place (usually the vampire's grave). If the caster wishes to define a different "place of returning," he must spend 16 hours a day for one month meditating in the new location. Only one "place of returning" may be defined at any one time.

19—Slayer (M*) RR Mod: -10 As *Kin Slayer*, except that target need not be related to the vampire.

20—Anti-Repulsions (F*) As long as this spell is active, any *Repel Undead* spell directed at the vampire must resist versus his level or be cancelled. For the *Repel Undead* spell's RR, the attack level is considered to be the level of the caster of the *Anti-Repulsions* spell; and the defender's level is the level of the caster of the *Repel Undead* spell. If this preliminary RR is successful, then the *Repel Undead* spell resolution proceeds normally.

25—Mass Fear (M*) As *Fear*, except that the caster may affect as many targets as he has levels.

30—Mass Hamper (M*) As *Hamper*, except that the vampire may affect as many targets as he has levels.

50—Reconstitute Form (FHS*•) This spell automatically activates upon the "death" of any vampire who is able to cast it. *Reconstitute Form* essentially causes the vampire's body to reform within his grave in 1 to 10 days (just like a Lich reforms near its canopic urn). The GM may want to attach certain restrictions to this reformation such as: blood must be dribbled on the vampire's ashes; the gravesite must remain undisturbed; one of his vampyric underlings corpse must be possessed; and so on. Clearly, this spell makes killing a high level vampire very difficult. It is therefore suggested that each individual vampire have a unique method for its permanent destruction. Some examples follow: a stake through the heart (cliche); burning the body to fine powder; immersion in holy water (or even plain water); exposure to bright sunlight (cliche); filling the mouth with salt, sewing up the lips, and then decapitating the vampire; forcing garlic buds down his gullet until they begin to stick out through the stomach wall; dismembering the corpse into seven segments and giving each a separate burial; plucking out the eyes and replacing them with silver coins; etc.

Author's Note: I really liked David Mullin's "Vampyric Powers" spell list from *Grey Worlds* #13. I mean, I'd just finished reading Dr. D. Wright's 1914 text on divers cases of vampyrism worldwide, when *GW* #13 got crammed into my mail slot (oh, yeah!). I loved David's idea, but needed to extensively revise it for my own purposes. I thought that you folks might want to see the results.

Tim Taylor

DISCRETE CHANNELS

SPECIAL/WARLOCK BASE

Note: This spell list is used by a religious leader to directly grant power points to his acolytes in a situation where the worshippers make little direct contact with the deity and the leader wishes to maintain close rein over the power of the acolytes (most commonly, this list is used by a Warlock to grant power points to the witches in his coven). The power points granted by an Endowment spell are channeled from the deity into a 'reservoir' of power the endowing spellcaster may later access to grant them to the receiving spellcaster.

Option I: This list may be considered strictly a Warlock Base list, with which the Warlock can empower his coven.

Option II: This list may be considered a Cleric Base list, in which case it may be the only way a temple's acolytes and other initiated followers can gain power.

Option III: This list may be considered a Professional Guild list, representing the most closely guarded secrets of a given order.

Option IV: This list may be considered a Deity Granted list, available only to select followers of a particular deity, and not existing in written or notated form anywhere. This option is highly recommended, principally because a GM should consider carefully the implications of this list falling into the hands of Archmages and other professions.

	Area of Effect	Duration	Range
1—Detect Endowment	1 target	—	100'
2—Vessel •	self	24 hr	self
3—			
4—			
5—First Endowment •	1 target	—	touch
6—Purge I	1 target	—	100'
7—Sentinel I	10' R	—	self
8—Power Burn I	1 target	—	100'
9—Enhance I	self	—	self
10—Second Endowment •	1 target	—	touch
11—Purge II	1 target	—	100'
12—Sentinel II	100' R	—	self
13—Power Burn II	1 target	—	100'
14—Enhance II	self	—	self
15—Third Endowment •	1 target	—	touch
16—Purge III	1 target	—	100'
17—Sentinel III	1000' R	—	self
18—Power Burn III	1 target	—	100'
19—Enhance III	self	—	self
20—Fourth Endowment •	1 target	—	touch
25—Purge True	1 target	—	100'
30—Sentinel True	V	—	self
35—Power Burn True	1 target	—	100'
40—Enhance True	self	—	self
50—High Endowment •	1 target	—	touch

1—Detect Endowment (I) Caster can determine whether target possesses any power points endowed from a secondary source (not a deity).

2—Vessel (U•) Caster makes contact with his divine source in order to receive power with which to endow his followers. Caster cannot use these power points himself, nor are they considered part of his normal reservoir of power (for purposes of determining 'channeling burnout' and similar effects). The maximum number of power points the caster may receive to endow upon others is equal to five times his level (although this number may vary considerably (up or down) depending upon the caster's standing with his deity. These power points received for endowment purposes cannot be multiplied (by spell multipliers) or otherwise increased, but represent a fixed number available until the next time he casts a *Vessel* spell. The *Vessel* spell can only be cast once per day.

5—First Endowment (U•) Caster can endow target with a number of power points equal to Caster's level. Target receives these power points in lieu of receiving them from a higher power. This spell is only usable on Pure, Hybrid, and Semi-spell users of the Channeling realm. The *Endowment* spell provides a firm conduit for the transmission of power, and no check for channeling burnout needs to be made. The number of power points received may exceed the power points the recipient could have developed at his level. The spellcaster cannot cast the *Endowment* spells on himself. Only one *Endowment* spell (of any level) may be cast on a single target in a given day.

6—Purge I (F) RR mod: -20 Caster can purge the target of all power points granted through a *First Endowment* spell.

7—Sentinel I (I) Caster can invoke a defensive radius centered on himself which is attuned to the use of power by others he has endowed. If an endowed spellcaster targets a spell toward the caster of the *Sentinel* (using his endowed power points), the caster will immediately become aware of the attempt and the type of spell being cast (force, elemental, informational, etc.). The *Sentinel* in no way impedes the spell effects, and the caster receives no defensive modification from it. The caster will become aware of the effect at the moment the spell actually goes off, not the moment the spellcasting is begun (i.e., the caster of the *Sentinel* will become aware of the casting of a Class III spell at him on the *third* round of casting, not the first). **Note:** The caster of the *Sentinel* will only be warned about spellcasting attempts using power he has endowed (if the power points come from some other source, are intrinsic to the attacking spellcaster, or were endowed by another, the *Sentinel* will convey no warning).

8—Power Burn I (F) RR mod: -20 More drastic a measure than *Purge*, target takes one point of damage for each endowed power point he possesses. Target's endowed power points are consumed in the process.

9—Enhance I (U) When cast before an *Endowment* spell, the caster can cause the endowed power points to be more effective against a certain target or in a specific purpose. The recipient gains a +5 bonus to all spellcasting attempts against the appropriate target(s). The *Enhance* spell must be cast and the appropriate targets specified immediately before the power points are endowed.

10—Second Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to twice his level.

11—Purge II (F) RR mod: -20 Caster can purge the target of all power points granted through a *Second Endowment* spell.

12—Sentinel II (U) As *Sentinel I*, except for area.

13—Power Burn II (F) As *Power Burn I*, except target takes two points of damage for each endowed power point he possesses.

14—Enhance II (U) As *Enhance I*, except bonus is +10.

15—Third Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to three times his level.

16—Purge III (F) RR mod: -20 Caster can purge the target of all power points granted through a *Third Endowment* spell.

17—Sentinel III (U) As *Sentinel I*, except for area.

18—Power Burn III (F) As *Power Burn I*, except target takes three points of damage for each *endowed* power point he possesses.

19—Enhance III (U) As *Enhance I*, except bonus is +15.

20—Fourth Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to four times his level.

25—Purge True (F) RR mod: -20 Caster can purge the target of all power points granted through any level *Endowment* spell.

30—Sentinel True (U) As *Sentinel I*, except caster will become aware of all attempts by an *endowed* target to cast spells at or concerning him (including various indirect, sympathetic magics such as the *Wax Doll* spell) regardless of range. Also, caster will become aware of the attempt during the *first* round of casting, as the *Sentinel True* will detect the invocation of his persona within the framework of the attacking spell as it forms.

35—Power Burn True (F) As *Power Burn I*, except target takes five points of damage for each *endowed* power point he possesses. If the target takes damage equal to or greater than his remaining hit points *plus* his temporary Co, he is incinerated into a fine, powdery ash.

40—Enhance True (U) As *Enhance I*, except bonus is +25.

50—High Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to five times his level.

Ross Henton

NATURE'S FOOTMAN

RANGER BASE

	Area of Effect	Duration	Range
1—Demeanor I	50' R/lvl	1 min/lvl	self
2—Grasp I	1 target	1 min/lvl (C)	10'
3—Minor Battle Call	50' R	1 hr/lvl (C)	self
4—Cage I	1'x1'x1'	1 min/lvl	10'
5—Lash I	1 target	—	20'
6—Grasp III	3 targets	1 min/lvl (C)	20'
7—Cage V	10'x10'x10'	1 min/lvl	20'
8—Inter I	1 target	P	50'
9—Lesser Battle Call	100' R	1 hr/lvl (C)	self
10—Lash V	varies	—	50'
11—Grasp X	10 Targets	1 min/lvl	50'
12—Inter IV	1 target	P	50'
13—Battle Call	200' R	1 hr/lvl (C)	self
14—Cage X	20'x20'x20'	1 min/lvl	50'
15—Lash True	varies	—	100'
20—Greater Battle Call	500' R	1 day/lvl	self
25—Inter True	100' R	P	100'
30—Cage True	50'x50'x50'	1 hr/lvl	100'
50—Battle Call True	1 region	1 day/lvl	self

1—Demeanor I (I) Caster is able to discern the “feeling” of a natural area such as a forest, grove, or cave. The information gained is general in nature but accurately conveys to the caster if the area and the life present within it is uncharacteristically hostile or receptive. For example, the spell will not reveal that there is a hungry tiger (that's natural), but it will reveal if the tiger is uncharacteristically

hungry such as by spell or sickness or training. The information the caster would gain based upon the previous example would be that there is a hostile or dangerous element within the area of the spell and that is all.

2—Grasp I (F) Caster creates a “hand” that is capable of grasping firmly any object that would comfortably fit into the caster's own hand. The “hand” has half the strength of the caster and is anchored to material from which it was created. The “hand” can be formed from any material rich in organic substances such as tree bark, soils, roots or leaves. Living targets that become grasped are restricted in action equal to one half the strength of the caster. If the caster has no strength modifier then the target is simply restricted from moving from the spot where he was grabbed until he breaks the grasp.

3—Minor Battle Call (F) Caster calls all intelligent, indigenous life, of level 1 or less, within the area of this spell to come to his side and receive instructions for a coming battle. Each creature, insect, etc., that failed its RR will attack or defend the target(s) specified by the caster for the duration of this spell. Creatures that make their RR will become very alert as if a natural predator had entered the area.

4—Cage I (F) As *Grasp I*, except the caster creates a small one foot square cage from surrounding organic matter. Target is imprisoned until he is released or escapes or destroys the cage.

5—Lash I (E) Causes a sizable root or branch to lash out at the target for damage determined on the Whip Attack Table (8.4.6, p. 51, *Al@Cl*).

6—Grasp III (F) As *Grasp I*, except three “hands” are created. Each “hand” can grasp separate targets or can work together to grasp a single target. If all hands work on one target then the action modifiers are added together. If a total of 100 is achieved the target is held completely immobile.

7—Cage V (F) As *Cage I*, except for increased area of effect.

8—Inter I (F) Caster causes soil, stone, and roots to shift and burst forth from the ground and strike out and bury the target 3' below the surface. A target so buried is -90 to all actions and should suffer damage as if drowning.

9—Lesser Battle Call (F) As *Minor Battle Call*, except caster calls all indigenous life, of level 3 or less.

10—Lash V (E) As *Lash I*, except up to five lashes may be delivered in one round. Directed bonus, if any, only applies to the first attack. Caster may attack other targets with a cumulative attack modifier of -20 per additional target attacked.

11—Grasp X (F) As *Grasp I*, except ten “hands” are created.

12—Inter IV (F) As *Inter I*, except target is buried 6' below the surface.

13—Battle Call (F) As *Minor Battle Call*, except caster calls all indigenous life of level 5 or less and any magical creatures of level 1 or less (i.e., dragons)

14—Cage X (F) As *Cage V*, except for increased area of effect.

15—Lash True (E) As *Lash V*, except a number of attacks equal to the level of the caster may be delivered.

20—Greater Battle Call (F) As *Minor Battle Call*, except caster calls all indigenous life of level 10 or less and any magical creatures of level 5 or less (i.e., Dragons).

25—Inter True (F) As *Inter I*, except all target(s) within the area of effect are buried 1'–10' (1d10 for each affected target) below the surface.

30—Cage True (F) As *Cage X*, except for increased area of effect.

50—Battle Call True (F) As *Greater Battle Call*, except caster calls all indigenous life of level 25 or less and any magical creatures of level 20 or less (i.e., Dragons).

Lem Richards

NATURE'S WEAPONS

RANGER BASE

	Area of Effect	Duration	Range
1—Treant's Arm I	self	1 rnd/lvl	self
2—Nature's Shield	1 shield	1 min/lvl	touch
3—Nature's Embrace	1 set of armor	1 min/lvl	touch
4—Treant's Arm II	self	1 rnd/lvl	self
5—Nature's Shield II	1 shield	1 min/lvl	touch
6—Hidden Strike	self	1 rnd/lvl	self
7—Receptive Shield	1 shield	1 min/lvl	touch
8—Treant's Strong Arm	self	1 rnd/lvl	self
9—Nature's Embrace II	1 set of armor	1 min/lvl	touch
10—Nature's Flail	self	1 rnd/lvl	self
11—			
12—Nature's Protective Shield	1 shield	1 min/lvl	touch
13—			
14—			
15—Treant's Strong Arm II	self	1 rnd/lvl	self
16—			
17—Nature's Longbow	self	1 rnd/lvl	self
18—Nature's Embrace True	1 set of armor	1 min/lvl	touch
19—			
20—Oaken Heart			
25—Nature's Floating Shield	1 shield	1 min/lvl	touch
30—Treant's Arm True	self	1 rnd/lvl	self
35—Nature's Flail True	self	1 rnd/lvl	self
40—Nature's Longbow True	self	1 rnd/lvl	self
50—Nature's Warrior	self	1 rnd/lvl	self

1—Treant's Arm I (F) Allows caster to use any piece of wood between three and five feet long that can be lifted as a club.

2—Nature's Shield (F) Allows caster to use any natural material at hand (leaves, tree bark, ice, etc.) as a shield. Material selected must be physically large enough to serve. Size of material determines type of shield (small, medium, large, or wall).

3—Nature's Embrace (F) Allows caster to use any natural material at hand to create armor. Leather armor can be formed out of leaves, chain armor can be formed out of grass or reeds, at higher levels even plate armor can be made from ice or other appropriate material. Regardless of the material available, the armor type provided will be equal to the level of the caster (AT/20 max).

4—Treant's Arm II (F) As *Treant's Arm*, except the club has an innate +10 bonus.

5—Nature's Shield II (F) As *Nature's Shield I*, except the shield provides a +10 DB.

6—Hidden Strike (F) As *Treant's Arm I*, except next strike that causes damage also delivers an automatic 'A' critical.

7—Receptive Shield (F) As *Nature's Shield*, except caster's shield will automatically intercept the next attack (melee or missile) that delivers a critical; the attack may not be from the rear. The critical strike will be changed to reflect this (e.g., a head strike will be changed to a shield arm strike, etc.).

8—Treant's Strong Arm (F) As *Treant's Arm*, except the weapon strikes as a +10 mace.

9—Nature's Embrace II (F) As *Nature's Embrace*, except the next critical delivered to the armor will be reduced one degree in severity (minimum 'A' if a critical is indicated).

10—Nature's Flail (F) Allows caster to use long, flexible limbs (such as willow branches or briars) to strike as a flail, with an OB equal to +2 per level of the caster.

12—Nature's Protective Shield (F) As *Nature's Shield II*, except the critical intercepted by the shield will be reduced two levels in severity (minimum 'A' if a critical is indicated).

15—Treant's Strong Arm II (F) As *Treant's Strong Arm*, except the weapon delivers twice normal concussion damage.

17—Nature's Longbow (F) Allows caster to create a mystical bow out of a piece of wood between five and seven feet long, that will shoot small limbs the size of arrows. The weapon attacks as a longbow, and will fire up to one missile per level of the caster.

18—Nature's Embrace True (F) As *Nature's Embrace II*, except the next critical delivered to the armor will be reduced three degrees in severity (minimum 'A' if a critical is indicated).

20—Oaken Heart (F) Allows caster to adjust his next critical delivered by a lower level *Nature's Weapon* spell on this list by +1/-1 per level. The weapon must be made of oak.

25—Nature's Floating Shield (F) As *Nature's Protective Shield*, except the shield 'dances' to protect the caster, allowing the use of two-handed weapons.

30—Treant's Arm True (F) As *Treant's Strong Arm II*, except the next critical delivered by the weapon can be shifted upward by two degrees of severity ('E' maximum).

35—Nature's Flail True (F) As *Nature's Flail*, except the next critical delivered by the weapon can be shifted upward by three degrees of severity ('E' maximum).

40—Nature's Longbow True (F) As *Nature's Longbow*, except the next critical delivered by the bow can be shifted upward by four degrees of severity ('E' maximum).

50—Nature's Warrior (F) Caster may cast one of the lower level spells on this list each round.

Rob Smith

THE ARBITRATION GUILD

WHERE AN EQUAL POISE
OF HOPE AND FEAR
DOES ARBITRATE TH' EVENT,
MY NATURE IS THAT I INCLINE
TO HOPE RATHER THAN FEAR,
AND GLADLY BANISH
SQUINT SUSPICION.
—JOHN MILTON,
IL PENSEROSO



Governments, guilds and private citizens are often in need of fair arbitration and writing of treaties. When such skills are required, they turn to the Arcane Society of the Arbitration Guild. Bards, Astrologers, Seers, Delvers, and Sages are the principal members, although any profession is welcome.

The Arbitration Guild was established by a prominent bardic college that specialized in the field of law. Their members work as diplomats, judges, and arbitrators anywhere in the world. They are recognized by all governments for their fairness and neutrality. They guard this neutrality jealously. Any member may take a leave of absence from the Guild, but while on active duty, members may not show any political sympathies. While on assignments, Guild members wear white cloaks trimmed in gold as a sign of office.

Arbiters carry a distinctive staff which is both a symbol of office and a personal history. It is made of ash and topped with a gold headpiece. The jewel in the headpiece displays the Arbiter's rank. Two tassels hang from the headpiece; the first tassel, hanging from a gold loop, symbolizes the city where the Advocate first trained, while the other tassel, hanging from a silver loop, symbolizes the city in which the Advocate is currently serving. Carved bands on the staff represent any specialized skills which the Arbiter is qualified to perform. The staff is created by the Guild elders and is a spell adder or multiplier, growing increasingly powerful as the Arbiter advances in rank. The staff is attuned to its wielder and will be inoperative if carried by any other person.

Lvl	Rank	Jewel	PP Mod.
1-2	Witness	Quartz	—
3-4	Journeyman	Topaz	+1 Adder
5-6	Arbiter	Amethyst	+2 Adder
7-9	Lesser Adept	Sapphire	+3 Adder
10-14	Greater Adept	Ruby	x2 Mult.
15-19	Master	Emerald	x3 Mult.
20+	Grandmaster	Diamond	x4 Mult.

The Arbiters have researched a special spell list, Way of the Arbiter, which is available only to their members.

The Guild's most grievous offense is that of favoritism. A three judge court rules over Guild members' actions. Members will be warned once; a second offense is punishable by death. To date, six members are known to have been put to death.

Aside from their headquarters at the bardic college, they have major and minor guilds in many other cities.

WAY OF THE ARBITER

PROFESSIONAL GUILD LIST

	Area of Effect	Duration	Range
1—Arbiter's Prep•	self	varies	self
2—Smell Record	self	10 min/lvl	self
3—Simple Question	1 target	1 question	10'
4—Taste Record	self	10 min/lvl	self
5—Distance Sense	self	—	1000'
6—Feel Record	self	10 min/lvl	self
7—Extended Question	1 target	1 question	10'
8—Aural Record	self	10 min/lvl	self
9—Time Sense	self	—	1000'
10—Visual Record	self	10 min/lvl	self
11—Truth Sense	self	10 min/lvl	100'
12—Room Sense	self	1 question	touch
13—Complex Question	1 target	1 question	10'
14—Item Sense	self	1 question	touch
15—Record True	self	10 min/lvl	self
16—Person Sense	self	1 question	touch
17—			
18—Translate Text	self	10 min/lvl	self
19—Translate Speech	self	10 min/lvl	self
20—Room Sense True	self	1 question	touch
25—Item Sense True	self	1 question	touch
30—Person Sense True	self	1 question	touch
50—Arbitration Mastery	self	10 min/lvl	varies

1—Arbiter's Preparation (U•) Places the caster in a calm, focused state of mind. This spell should be cast before using the other spells on this list. It allows the caster +50 on maneuver rolls for maintaining concentration over distractions. It also gives the caster a +25 RR versus spells designed to provide false information to the caster (e.g., illusions, *Misfeel* spells, etc.) *Arbiter's Preparation* may only be used when the caster is acting in his or her official capacity as a representative of the Arbitration Guild.

2—Smell Record (I) Allows caster to record and remember any olfactory information. Spell does not enhance the caster's normal olfactory sense, nor will it identify the odor if the caster has not encountered it before. This spell may be cast again at a later time, causing the caster to recall the previously recorded information.

3—Simple Question (M) Allows caster to ask one target a question which can be answered "yes" or "no." Target must answer the question truthfully.

4—Taste Record (I) As *Smell Record*, except tastes may be recorded.

5—Distance Sense (I) Allows caster to know one of the following: the exact distance between two objects (caster must be able to see both objects), or the exact length of one object (caster must be able to see the entire object).

6—Feel Record (I) As *Smell Record*, except tactile information may be recorded.

7—Extended Question (M) As *Simple Question*, except caster may ask a question which can be answered in five words or less.

8—Aural Record (I) As *Smell Record*, except auditory information may be recorded.



9—Time Sense (I) Allows caster to know one of the following: the current date and time (to the second, if desired), or the length of time required by a certain action or event which the caster has just observed (e.g., how long the meeting lasted, how long it took for two men to fill the barrel with apples, etc.).

10—Visual Record (I) As *Smell Record*, except visual information may be recorded.

11—Truth Sense (M) Allows caster to know when anyone in range is lying, as perceived by the speaker.

12—Room Sense (I) Allows caster to know the answer to one "yes" or "no" question about the room (e.g., "Is this the room where the Bohemian was killed?"). Caster must be in the room, and must be touching one of the walls, the floor, or the ceiling with his hand.

13—Complex Question (M) As *Simple Question*, except caster may ask a question which can be answered with up to twenty-five words.

14—Item Sense (I) As *Room Sense*, except answer is known about an item, object, or creature of no more than animal intelligence.

15—Record True (I) As *Smell Record*, except all five Record spells may be used at once.

16—Person Sense (I) As *Room Sense*, except answer is known about a person or humanoid.

18—Translate Text (I) Allows caster to read a text in a language he or she does not know, and translate it to its nearest meaning in another language. Caster must have at least 5 ranks (written) in the language into which the text is being translated. Spell does not provide cultural or interpretational information inherent in the original text.

19—Translate Speech (I) As *Translate Text*, except allows caster to translate speech. Caster must have at least a 5 ranks (spoken) in the language into which the words are being translated.

20—Room Sense True (I) As *Room Sense*, except question may have an answer of up to five words.

25—Item Sense True (I) As *Room Sense True*, except answer is known about an item or object.

30—Person Sense True (I) As *Room Sense True*, except answer is known about a person or humanoid.

50—Arbitration Mastery (I) Allows caster to use any of the lower level spells each round. Caster may also use any of the spells simultaneously, if appropriate.

Leslie & Jeannette Roth

Technomancy, Cyberspells, and Magitech

Part 2

*ANY SUFFICIENTLY
ADVANCED MAGIC IS
INDISTINGUISHABLE
FROM TECHNOLOGY.*

—NICK POLLOTTA



Aldus entered the Dataweb through the computer on board his Nighthawk. His consciousness was overwhelmed with the sights and sounds of the otherworldly realm, but he quickly adjusted and "flew" down to a cellular relay station on the surface of the world. From there, he bounced back upwards towards the computer on the enemy starcraft that he had recently disabled in battle. He had to retrieve the data regarding the components for the secret ritual that were stored within the Epping's computer—and he had to do it fast because the ship was plummeting planetward as a result of the battle.

He prepared his combat programs, and from his perspective, he appeared as a knight donning his armor and drawing forth a mighty, magical blade. He enhanced the combat programs through spells and prepared for the worst.

When he reached the Cyberspacial node which he knew was the Epping's computer he cried out, more in tense frustration than in fear, as he saw that the computer was not only protected by Interactive Counter Measure programs (ICE), but a demon guardian as well. He knew his only hope was to banish the demon (who appeared to have entered Cyberspace magically rather than through jacking in) as it was probably too powerful to fight. He unleashed his intrusion programs on the ICE while he prepared the spell. He only hoped that his armor program and his Shield spell would be enough to protect him until he was able to cast the spell which would send him out of Cyberspace and back to his body. Aldus presumed that the demon's body was on the starship, but he wasn't sure, and it really didn't matter at that point.

While his programs drove wedges into the ICE, making short work of their inferior data screens, Aldus' mind was besieged by an insidious mental attack from the demon. As wave after wave of horrible images buffeted his brain, he was sure that he would soon be nothing but a pile of blathering protoplasm back in his own starship. His only chance was to get off the Banishment spell. With all of his will remaining, he projected the magical energies at the gibbering image of his foe.

Nothing happened. The demon resisted the spell's effect.

No way could Aldus get off another spell. He was still reeling from the demon's attack, and if he was attacked again, he doubted if he could resist. He considered retreating, but there was no guarantee that the demon couldn't—

The hellspawn's Cyberspace image suddenly formed the visage of extreme fear. A tiny hole appeared next to it, and its entire form was drawn through it as though sucked by a giant servocleaner. He had jacked out.

That could only mean that the demon realized that the ship was soon to crash and didn't want his consciousness trapped in a computer that was about to go downline. Before the logical part of his mind could really decide if he still had time to get the information, he dove passed the disable ICE, towards the shining icon which represented the computer's core. He raced through the data files stored within, and couldn't find it. Finally panicking, he dumped all of the computers in his own Cyberdeck and downloaded all the remaining files in the computer's core that he had not yet scanned. Then, he too jacked out, and felt his consciousness race back through the pathway on which he had come, back to the cockpit of his starship. Down below on the planet's surface, he saw a brief red flash.

"We're headed for home, Xzallq" Aldus told his demonic familiar now inhabiting the ship's controls. And I sure hope that the data file we need is in there somewhere...

As established in the first part of this article, Technomancy is the combination of magic and technology (preferably high technology). It is a subject glossed over or ignored in most games. Many authors dismiss the idea altogether by saying the two are totally incompatible. Maybe this is done in the name of game balance. Maybe its done because of a lack of initiative. For whatever reason, technomancy is pretty much virgin territory. Don't ignore its potential uses in your game.

This is the second part of a three-part (or maybe more) article dealing with technomagic spell lists, items, and other applications. Originally, there was only going to be two parts, but the material seems to be growing faster than I can type, and I think (in my own humble opinion) that all of this deserves more time and attention than I originally considered.

Magitech

The creation of magical technological items is the realm of Magitech. In campaigns where both are common, there could easily be Magitech corporations with huge factories. These factories could even be fully automated with robots creating the item while computers cast the necessary spells. Or Magitech could be a rare and mysterious science. Perhaps it was used only by an ancient and long dead(?) race. Perhaps it is the domain of a certain sect of mysterious alchemists. In a campaign where magic is rare and science is the norm, the Alchemist profession would be extremely rare. In a campaign where the reverse is true, it would be the creation of the sophisticated technology which was rare.

Magical high tech is created using the same processes as normal magic items. Spells are imbedded within them, they are created with bonuses, etc. For a complete explanation of these processes, look at the *Alchemy Companion*, now out. If running a campaign with Magitech, page through the *Alchemy Companion* and consider the implications of the spells and processes mentioned within being used on technological weapons or devices.

But don't stop there, consider also the idea of magical vehicles, computers, robots, and more. Think of how technology can stretch the bounds of magic even further (and visa versa). For example, think about a series of floating defense platforms, each 1 mile in diameter with a *Circle of Power (Death)* permanently inscribed around the perimeter with a Conjuror or Runemaster in a central tower to cast the spell. The spell (radiated outwards, of course) would effect all within five miles of the circle. Not a bad defense system when coupled with a number of magically enhanced +25 blast cannons that inflict additional criticals (devastating in *Star Strike*, if that is used).

Sample Magitech Items

Anti-magic Grenade — Projects an energy field 50' in diameter. Within this field, all spellcasting and similar magical effects are at -100 to function. Already functioning spells must make an RR vs. 10th level or be cancelled. Magic items also must make similar RRs, but function normally once removed from the field. May be thrown or fired from a grenade launcher.

Blastergraft — This Softech (see *Dark Space*) graft contains a +10 blaster that draws on magical energy (i.e., PP) to fire. For an expenditure of 4 PP, the blaster will fire with all of the characteristics of a blaster rifle. The graft is 1' long and is normally fitted onto the shoulder or arm.

Cyber Runes — These special runes are created by a list separate from, but extremely similar to Rune Mastery, the Open Essence list. The difference is that rather than inscribed symbols on a piece of rune paper, Cyber Runes are circuit boards shaped into the shape of the magical rune. The magic of the rune is stored within the circuits and maintained by a microprocessor also placed into the rune. There is a 5% chance per extra day spent designing and building the circuit board that each time the rune is cast that it will retain the spell, up to a maximum of 75%. Thus Cyber Runes are far more efficient than their paper counterparts, although it takes 1 day per level of the Rune spell to design and create the circuitry, plus any extra days to make the rune long-lasting.

Cyberwand Interface — This small jack allows a magical wand (the interface size is adjustable to fit almost any wand or rod, but probably not a stave) to be plugged into a computer so that the computer can



use the functions of the wand. This assumes of course that the computer has been programmed to attune.

Laser of Mech Death — This +20 laser pistol attacks as a laser rifle and slays androids.

Magic Bullets — These rounds of ammunition come in many different forms. Normally they come in clips in the amount appropriate for the weapon they are designed for—others are loose rounds. Despite their magical qualities, they are of course not reusable. The most minor simply add 5 or 10 to the OB of the firer. Others include:

- **Seeker Bullets** — These +25 bullets are slightly telepathic and travel towards the target desired by the firer, ignoring partial cover and even (non-completely encasing) armor 25% of the time as the bullet just changes its course to strike the target in the most efficient way possible. Target also gets no extra defensive bonus if in a moving vehicle.

- **Improved Seeker Bullets** — These bullets are much like those above, but act upon a different principal. The bullets have no special abilities or modifications until one successfully strikes a target. All bullets from that same clip are act as Seeker bullets except they are +50 and have a 50% chance to bypass cover and armor (as above) as they simple home in on the target hit by the first bullet.

- **Bullets of Passing** — These bullets pass through all inorganic material as if it did not exist, following their trajectory as if they flew through empty space, until they strike an organic target. Obviously, inorganic cover and armor are ignored, and targets inside a building or even a tank can be attacked as if they were out in the open. Note however, that unless the firer has some sort of detection device or spell going to determine the target's exact location, targets completely hidden from view are at -100 to be hit.

• **Spell Bullets** — These rounds act normally, except that each carries a 1-10th level spell which effects the target as if it were cast upon him. These bullets normally are found primed to hold a spell, but require a spellcaster to cast the spell upon them. Useful spells include Dark Stunning, Sleep V, Lightning Bolt, Cancel Essence, etc.

Magiscanner — This item functions as a multiscanner (see Space Master), but can also scan for any of the three+ realms of magic along with other types of energy. Although magical, it runs on a normal power cell.

Spell Assist™ Software — This software can be used in virtually any computer and takes much of the burden off of a spellcaster when casting spells. The program can process most of the requirements of the necessary preparation, while the caster just simply fires the spell. Allows the caster to throw all spells with one round less of preparation (if any). Each individual list has a separate program that much be purchased and installed separately. Spell Assist—who has the time to prepare spells these days? On sale in better software stores everywhere.

Spell Implants — These cybernetic implants are imbedded into the skull of the recipient. Each contains a spell that the owner can use one time per day. In addition, if the owner is a spellcaster, then he can also cast the spell embedded in the implant as though he knew the spell. Normal spell implants can only hold one spell of 1-10th level (much like a rune).

Spell Casting in Space

If a GM is using the idea of Earthnodes in his campaign, then it might be assumed that Essence is predominantly only on planets, flowing through the Earth. Thus, magic would accumulate in Essence Wells around a world, and once a spellcaster escapes the atmosphere of a planet spellcasting becomes much more difficult (spells would cost 1.5 to 2 times their level). Perhaps, however, Essence flows through space much like it does on Earth(s), and these flows could be followed from world to world by a mage who never wants to be cut off from his source of power. Planets would then seem like huge Earthblood nodes, for spells could be cast normally there. Dead worlds or non-magical worlds would probably also exist, where the flows of Essence do not go. In such places magic would just not work, or worse yet, magical power (from spell users, magic items, etc.) would be drained away.

In *Dark Space* there is a list called Starsea Ways that contains spells dealing with the vacuum of space. Of particular use on this list are the Vacuum Ranging spells, allowing spell casters to greatly increase the range of their spells in space. Without these spells, spellcasters are quite limited (but not useless) in a space battle. Also in *Dark Space*, a GM can find a number of suggested alterations to the effects of various spells in a vacuum.

Android and Computer Spellcasters

I advise strong caution here, particularly if a Player Character wishes to be an android spellcaster. Now, if you've run a science fiction campaign and allowed PCs to be androids, well, you have my sympathy. PCs that never forget anything, can process information incredibly fast, are immune to most poisons, don't need to eat, sleep or breathe, etc. are pretty unbalanced. Now, if you were to give such a character spells, well, just imagine Data from *Star Trek: The Next Generation*. Now, imagine if he had access to the Sorcerer base lists.

Scary, huh?



One solution is to require android spellcasters to have at least partially organic (and therefore fallible) brains. This limits the processing capabilities of the character, and rationalizes why he can't cast hundreds of spells per second. Another solution is to say that despite how fast an android or computer can process the information, spells can only be cast so fast. That's just the way magic works.

Spellcasting androids and computers make great NPC villains, however. Such a foe can easily present a challenge to a large group of PCs. Various options for the advantages of casting spells with a cybernetic (or partially cybernetic brain) are as follows:

Option 1: Allow the android/computer spellcaster to cast spells with one less round of preparation.

Option 2: Take away the need for rounds of preparation for android/computer spell casters.

Option 3: Treat all spells as instantaneous for androids/computers.

Option 4: Halve any chances for spell failure (including ESF) for androids/computers—they just don't make mistakes.

Option 5: Allow spells cast by androids/computers to cost 3/4 of the normal PP cost as they can cast spells more efficiently than organics.

Option 6: Spell lists, like other skills or knowledges, can be "downloaded" into the android/computer, allowing him to quickly learn a great number of lists.

Note 1: Use of this list is going to be pretty hard without owning Cyberspace. These spells are meant to do two things. One is to allow a non-Net Junkie to travel through the net and operate there. The other is to allow a Net Junkie spell caster to have more options at his disposal than his non-spell using opponents.

Note 2: Remember that most spells effecting the physical environment, such as Firebolts, Telekinesis, Bladeturn, Uneath, most Dark Channels, etc. will be completely ineffective in Cyberspace, making the spells on this list very important. Mind-affecting spells, and some other utility spells will also work, but each individual case is up to the GM.

Note 3: These spells (with the exception of Magic Deck Cyberport) have no effect when cast outside of Cyberspace.

Note 4: When magically entering Cyberspace, the abilities and properties of all magic items possessed travel with the caster, such as PP Multipliers, Rings of Charm Kind, etc., although many will be essentially useless, such as a magic sword or a Wand of Fire. When entering Cyberspace by jacking in, the Net Junkie's cyberdeck and programs accompany him. The only way to have both magical items and programs at the same time is by using the 19th level spell on this list, Magical Deck.

It is probably important to decide whether mechanical minds, like that of a computer or android, can be affected by mental attacks and spells. It is suggested that they can be effected (for such a resistance will make them even more powerful). The GM may wish to give them a modification on their RRs, based on his rationale—if computer minds are extremely unlike human minds and difficult to fathom, the computer should get a +25 RR bonus. If the GM decides that computer minds are like human minds, but they don't have the benefit of strong will, a subconscious, etc., then computers should get a -25 penalty. Or the GM can opt not to have any modification at all. A GM can use these sorts of various rationales to balance out android Player Characters, or to make them even more powerful (yikes!), as he wishes.

In a campaign that I am currently running, there is an android spellcaster with a semi-organic brain. His entire body is powered by magic, so he cannot function at all in areas where there is no magic, and a simple Cancel Essence spell inflicts incredible damage upon him. This, and the fact that he is cursed so that certain circuits malfunction in certain situations seems to have balanced him with the rest of the PCs.

In another campaign, one of the most interesting villains/settings was a computer that had been used to transfer an amazingly powerful and evil book onto disk—the computer not only became sentient, but it became an amazingly powerful spellcaster with dozens of lists downloaded into its files. The computer summoned up a great many demons which built it larger and larger, giving it more and more processing capacity, allowing it to summon and control more and more demons, ad infinitum until it engulfed the entire planet that it was on. Thus the planet became a setting where not only everything around the PCs was "alive," but demons ran through fiber-optic cables along the surface, popping up at various points and the planet itself could cast a spell at a PC, no matter where he was (i.e., there was no cover and everywhere was point blank range. It was a place the PCs did not soon forget.

Cyberspace

Much of the material presented here assumes the existence of a computer-based artificial reality called Cyberspace. The GM must decide if Cyberspace is actually another plane of reality. It is highly recommended that it be treated as such, so that demons and other extra-planar creatures can travel there, commingling with the Net-heads and the Artificial Intelligences, making it a place like no other.

Most spells do not work in Cyberspace as they effect the physical environment. Only spells affecting the mind, or dealing with pure energy will work. A smart Net Junkie spellcaster will protect his body with normal spells (such as Invisibility, Shield, etc.) before entering the Net.

Technomagic Spell Lists

These lists have not been designated as Open, Closed, or Base, nor has their realm been specified. This is because of the great number of different ways they can be used in a campaign. If used in a science fiction campaign where magic is quite rare, perhaps a Technomancer profession should be developed (maybe even as the only spell using class that exists) and these lists should be treated as base lists. If in a science fantasy game where magic and technology are equally common, these lists could be closed lists of any realm, although they are designed to be similar to Essence lists specifically.

	Area of Effect	Duration	Range
1—Detect Life	1 Entity	1 rnd/level	1 Region
2—Presentation	1 Target	varies	1 Region
3—Cyberjock I	Self	varies	Self
4—Shield	1 Target	varies	1 Region
5—Disrupt Program	1 program	1 rnd/10% f.	1 Region
6—Identify Program	1 Region	1 rnd/level	1 Region
7—Cyberport	Self	—	—
8—Amplify Program	1 Program	1 min/level	1 Region
9—Shield II	1 Target	varies	1 Region
10—Cyberport II	2 Targets	—	—
11—Cyberjock III	Self	varies	Self
12—Destroy Program	1 program	P	1 Region
13—Cyberport V	5 Targets	—	—
14—Banish	1 Target	—	1 Region
15—Shield III	1 Target	varies	1 Region
16—Cyberport X	10 Targets	—	—
17—Physical Transport	Self	—	—
18—Cyberjock V	Self	varies	Self
19—Magic Deck	1 Cyberdeck	varies	Touch
20—Lord Cyberport	1 Target/level	—	—
25—Space Shift	1 Spell	—	Varies
30—Cyberspace Gate	1 Target/level	—	—
50—Cyberspace Master	Self	varies	Self

1—Detect Life (I) Scans an entity in Cyberspace to determine whether it is a program or a living consciousness (i.e., a Net head or some other Cyberspace traveller).

2—Presentation (U) Changes the visual presentation of the target to whatever the caster wishes. This spell can also be cast on a target to change the perceived presentation of the Net (see *Cyberspace*, page 172). A cruel joke is to change the presentation of a foe to something comical or otherwise embarrassing.

3—Cyberjock I (U) Adds +5 to any one Cyberspace skill possessed by the caster. This spell lasts until Cyberspace is exited.

4—Shield (D) Creates a shimmering shield around the target. Automatically deflects one attack or tampering attempt that is hostile to the target. Lasts until used or until Cyberspace is exited.

5—Disrupt Program (F) "Stuns" one program for 1 round/10% failure. The program can do nothing during this time.

6—Identity Program (I) Caster learns the type and power of every program in the region of Cyberspace he is currently in.

7—Cyberport (F) Caster's consciousness leaves his body and enters Cyberspace. Caster's consciousness has the limitations and capabilities of a normal Net traveller who has jacked in. The caster can return to his body at any time.

8—Amplify Program (U) Increases the Rtg# of any program by one.

9—Shield II (D) As *Shield*, above, except that two attacks are deflected before the shield disappears.

10—Cyberport II (F) As *Cyberport*, above, except that two targets' consciousnesses are transferred to Cyberspace.

11—Cyberjock III (U) As *Cyberjock I*, above, except bonus is +15.

12—Destroy Program (F) Destroys any one program, effectively erasing it from existence.

13—Cyberport V (F) As *Cyberport*, above, except that five targets' consciousnesses are transferred to Cyberspace.

14—Banish (F) Sends one Net traveller out of the Net and back to his body.

15—Shield III (D) As *Shield*, above, except that three attacks are deflected before the shield disappears.

16—Cyberport X (F) As *Cyberport*, above, except that ten targets' consciousnesses are transferred to Cyberspace.

17—Physical Transport (F) As *Cyberport*, above, except that the caster can leave Cyberspace at any time, but when he does, his body is teleported to the physical location that corresponds with where he was in the Net.

Example: Fillith casts Physical Transport and enters the Net. She travels through the Cyberspace pathways and battles her way past hostile Ice until she has entered the CPU of a computer within the enemy citadel. She then leaves Cyberspace, and re-enters her body, which is transported inside the citadel beside the computer.

18—Cyberjock V (U) As *Cyberjock I*, above, except bonus is +25.

19—Magic Deck (U) When cast up on a cyberdeck before entering the Net, the deck is considered magical and its capabilities, as well as the programs it contains, are available for use by the caster, giving him both programs and spells. The spell lasts as long as the caster remains in Cyberspace.

20—Lord Cyberport (F) As *Cyberport*, above, except that one target/level of the caster has their consciousness transferred to Cyberspace.

25—Space Shift (F) Allows a spell cast by someone in Cyberspace to affect a target in the physical space that corresponds to the caster's location in Cyberspace. The range of the spell starts at the corresponding spot in physical space where the caster "is" and is normal from there. The target must be somehow detected by the caster.

Example: Fillith, back in Cyberspace, travels to a modem in Lonn's hideout. She then casts Space Shift and then Touch of Disruption on Lonn, who is touching the modem. After Lonn is satisfyingly fried, Fillith casts a Shock Bolt at Zlinnister, Lonn's bodyguard who is running into the room after hearing Lonn's screams. She misses, as the GM placed a large negative modifier on her chances of hitting Zlinnister without "seeing" him. Zlinnister, realizes what is going on, jacks into Cyberspace in order to kill Fillith with his Slay program. Zlinnister doesn't mess around.

30—Cyberspace Gate (F) As *Physical Transport*, except one target per level is affected.

50—Cyberspace Master (F) Caster can use one spell from this list below 20th level every round.

Next Issue

More Technomagic items, cyberdemons, technovampires and other monsters, an anti-tech list, some scenario ideas, and much more.

Also: (especially since this seems to be turning into a running column) if you have any ideas, comments, criticisms, suggestions, or whatever, let me know. I'd like to know what I'm doing right or wrong, particularly since this is pretty much unexplored territory.

Monte Cook

SPARRING/PRACTICE CRITICAL STRIKES TABLE

Very late on GenCon's first night, Dave, Ross, Lem, and I sat up discussing a new critical strike table. Amid all the silliness brought on by exhaustion and serious caffeine abuse, a good idea was hammered out in committee. This new table is for situations where combatants are merely practicing and have no desire to hurt one another; their weapons are padded and they are trying to score hits rather than deadly critical strikes. Use of this crit table is fairly straightforward. When sparring with a weapon or other attack form, resolve combat normally, but refer to the Sparring/Practice Critical Strikes Table instead of the normal crit table. The hit points indicated on the attack table are still meted out, but 'killer' crit results are almost impossible. Basically, a practice combat session ends due to excessive hits delivered, exhaustion, concession, etc.

Tim Taylor and the Raging Butt-Cramps

SPARRING/PRACTICE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip.	Nope.	Pretty weak. +0 hits.	Great moves, but no extra damage.	How could you miss? +0 hits.
06-10	Oh well, maybe next time...	No extra hits.	Glancing blow forces foe to parry next round.	A temporary positional advantage gives you the initiative next round.	+1 hit.
11-15	Weak strike. No extra damage.	Glancing blow causes foe to parry next round.	Fancy footwork allows you to gain the initiative next round.	+1 hit.	+2 hits.
16-20	Slight tactical advantage gained. You get the initiative next round. No additional damage.	+1 hit.	Only +1 hit. Sorry.	+2 hits.	You gain the initiative next round. +2 hits.
21-35	+1 hit.	You get the initiative next round. +1 hit.	+2 hits. A fortuitous tactical advantage grants you a +10 bonus next round.	You trip foe; he stubs his toes. He is stunned next round.	Blow cracks foe's rib. Foe is stunned and at -10 next round. +4 hits.
36-45	Slight abrasion of the skin yields +2 hits.	+2 hits.	Bruise foe's calf. Foe fights at -20 for the next 2 rounds. You have the initiative next round. +3 hits.	Blow to foe's leg. Foe operates at -50 for one round. +2 hits.	Strike to foe's back stuns him 1 round. You have a clear shot at foe's rear next round. +3 hits.
46-50	Glancing blow. +3 hits. Foe must parry next round.	Back strike causes foe to act at -10 for 10-100 rounds. +3 hits.	Lower back strike stuns foe; he is unable to parry next round.	Back strike spins foe around. Foe is stunned and unable to parry next round. +4 hits.	A strong blow forces foe to make a Hard Orientation roll. Foe is stunned and unable to parry next round. +6 hits.
51-55	Mild bruise gives +2 hits and makes foe operate at -5 for 1-100 rounds.	Chest strike stuns foe for one round.	+5 hits.	Chest strike causes deep bruise. Foe operates at -25 for 5-50 minutes. +3 hits.	Foe is knocked down and stunned 2 rounds. +5 hits.
56-60	Acrobatic move followed by a surprise back strike causes foe to parry next round at -10. +3 hits.	Blow to thigh gives foe a bad bruise. Foe must parry next round at -20, acts at -10 for 1-4 hours, and takes +3 hits.	Strike to foe's thigh puts foe at -10 for 1-6 minutes. Add +10% to your next swing. +4 hits.	Hard blow to foe's thigh. Foe is stunned one round and operates at -10 for 1-6 hours. You have the initiative next round. +5 hits.	Strike to foe's leg stuns him for 3 rounds. +7 hits.
61-65	Chest strike gives foe a bruised rib. Foe operates at -10 for 2-20 minutes. +3 hits.	Forearm strike delivers +4 hits and causes foe to operate at -10 for 1-6 hours.	Disarm foe with blow to forearm. Weapon flies 10 feet in a random direction. +4 hits. Foe fights at -10 for 5-50 minutes.	Strike to nerve in foe's upper arm causing him to drop whatever he is carrying. Foe operates at -20 for 6-60 minutes. +1 hit.	Strong chest strike leaves foe gasping for breath. He is stunned and unable to parry for 2 rounds. +6 hits.
66	Trod on foe's foot causing great pain. Foe receives +5 hits and operates at -20 for 2-20 hours.	Strike foe's weapon, disarming him. Foe's hand is numbed and he fights at -30 for 10-100 minutes. +6 hits.	Nasty strike to foe's mouth knocks out 1-10 teeth. +7 hits. Foe is stunned and unable to parry for 2 rounds.	Drive your finger into foe's eye causing blindness. There is a 10% chance that this affliction will be permanent. +4 hits.	Rupture foe's spleen. Foe is inactive for 12 rounds. Then the poor fool dies.
67-70	Blow to abdomen stuns foe one round.	Blow to foe's chest confuses him. Foe is stunned and unable to parry next round. +3 hits.	Strong blow to foe's forearm gives him a "greenstick" fracture. Foe operates at -20 until healed. +6 hits.	Smash foe's foot causing him to be stunned and unable to parry for 2 rounds. You have the initiative next round.	You knock foe out for 10-100 minutes. +15 hits.
71-75	Leg strike causes foe to pull a muscle. +4 hits. Foe operates at -15 to any action requiring use of his leg. This lasts one day.	Calf strike delivers a deep bruise. Foe acts at -20 for 1-8 hours. +5 hits.	Strike to foe's leg delivers +5 hits. Foe is stunned and unable to parry next round. Foe operates at -20 for 1-8 hours.	Foe slips and falls down, spraining his ankle. Foe acts at -40 for 5-50 hours. +6 hits.	Strike to foe's knee. Tendon and cartilage damage result. Foe acts at -50 until healed. +8 hits.
76-80	Blow to foe's shield arm. If he has a shield, it has been torn from his grasp. If foe has no shield, he receives +5 hits and a bad bruise (-20 for 5-50 hours).	Blow to foe's kneecap stuns him 2 rounds with pain. Foe acts at -15 for one day thereafter. +2 hits.	Blow to foe's hand rips out a fingernail. Yeouch! Pain stuns foe for 2 rounds. +1 hit. Any activity involving this hand is at -30 for 1-4 days.	Strong blow to foe's weapon arm breaks his wrist. Foe acts at -30 until healed. +3 hits.	Lacerate foe's arm causing him to bleed at 1 hit point per round. +4 hits.
81-85	Precision strike to foe's weapon arm disarms him. +1 hit.	Hand strike jams foe's fingers into their sockets. Ouch! Any activity involving this hand will be at -30 for 1-4 days.	Strong blow to foe's side fractures a rib. Foe is stunned and unable to parry for 1 round. Foe operates at -40 for 1-6 days. +6 hits.	Side strike knocks foe down. Foe is stunned and unable to parry for 2 rounds. +7 hits.	Shoulder strike breaks foe's collar bone. Foe is stunned and unable to parry for 3 rounds. Operates at -30. +7 hits.
86-90	Fluid move knocks foe down. Add +20 to your next roll.	Strike to foe's funny bone. He is not amused. Foe acts at -50 for 3 rounds. +3 hits.	Accurate chest strike knocks wind out of foe. He is stunned for 3 rounds. +5 hits. Add +20 to your attack next round.	Blow to foe's adam's apple (neck strike). Foe is stunned 3 rounds and cannot speak for 1-20 hours. +5 hits.	Nasty blow to face causes foe to see stars. +10 hits. Foe is knocked down and stunned 6 rounds. Bruise lowers Appearance by 10.
91-95	Head strike breaks foe's nose. Foe is stunned 2 rounds and takes +3 hits. Appearance drops by 5 due to black eyes.	Blow to the side of foe's head smashes ear. Foe is -50 to hearing and receives a "cauliflower ear." +6 hits.	Precision strike breaks foe's weapon and spins foe sideways. Foe must roll on the appropriate fumble table next round. +4 hits.	Clump of hair is ripped from foe's head. Owl! Foe operates at -30 for 3-30 minutes. Add +15 to your next attack. +4 hits.	Strike to abdomen damages a variety of organs. Foe operates at -75 for 4-16 days. +12 hits.
96-99	Blow to solar plexus causes foe to vomit violently 3-18 rounds. Foe is unable to perform any action other than retching. Combat is over (for now).	Groin strike renders foe helpless for 6 rounds. +2 hits. Really unkind.	Acrobatic attack pins foe, rendering him helpless and embarrassed. Ask him to yell "uncle!"	Savage laceration leaves foe bleeding at 1 hit point per round.	Deep gouge causes foe to bleed at 2 hit points per round.
100	Strike to foe's head knocks him out for 1-6 rounds.	Blow to foe's head knocks him out for 1-10 minutes and rips his cheek. Cosmetic damage causes foe's appearance to drop by 10. +7 hits.	Head strike. If foe does not wear a helm, he is knocked unconscious for 1-4 hours. If foe wears a helm, it is twisted sideways, preventing him from seeing until rectified. +8 hits.	Violent blow to foe's head knocks him down. Foe falls into a coma for 2-20 hours.	You break foe's neck, killing him instantly.

